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From the makers of SEGA XS – SEGAPro, MEGA POWER, SUPER GAMER, GAMESWORLD AND PC POWER.

Last word: 'Ave it!'

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THE LAWNMOWER MAN

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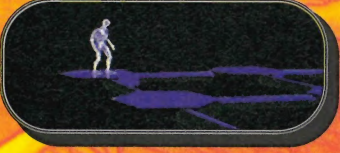
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MEGA
DRIVE

GAME

Many thanks to GAME in Bournemouth, for some of the games we used this issue. They're top geezers, guv, so make sure you buy loads of games from them. For more information about your local GAME store, call 081 974 1555.



CHRIS MARKE

The XS gang made an effort to be whacky this issue. Here we see Chris enjoying the suspicious pleasure of having a throbbing machine between his legs... That's a motorbike, of course! It ain't easy editing two highly acclaimed magazines and when he finds his pleasure, well he takes it! As you can see, he looks to be in extreme ecstasy.



COLIN NIGHTINGALE

If Chris looks like he's in ecstasy, Colin looks like he's died and gone to heaven! Finally discovering the pleasures to be found in dressing up, Colin shrieks the well known Indian war cry "Let's Design, why not!" If his war cry impresses you, check out his unforgettable rain dance. He moves across the dance floor like a Rhino in a tight suit, with a bad case of the piles! Compliment or insult, that's the truth.



RICHARD FORSYTH

By the look in those bulging rabid eyes, Richard has been eating too many screwdrivers, or should that be drinking? This is the man who spends all his money on payday and it's a wonder he's still alive. By accident or design he manages to get drunk every night and eat tender steaks for breakfast. Time to check the company expense accounts methinks!



NEIL ARMSTRONG

Behind this bushy beard and chubby smile is a mean ol' cowboy, ready and willing to put a bullet in the head of any man, woman or cat that rubs him up the wrong way. Known as the hustler, he's the Deputy Sherrif of the XS ranch and spits tobacco in the face of any problem daring to show itself. When he rides in to town, the baddies all wet themselves!



MARK PILKINGTON

Bless him! Our little sailor boy has returned to see the New Year in with SEGA XS, so Santa gave him lots of freelance money for Chrimbo to help the rest of the lads out with the solutions. Unfortunately for pedestrians and road users alike, he's going to spend it all buying his first (and probably last) car. Would you trust this boy behind the wheel?

SEGA

EDITORIAL XS

A NEW LOOK FOR THE NEW YEAR!

1995 is now upon us and to celebrate the dawn of another year there have been a few changes on your number one magazine. You may have noticed the logo has changed slightly to reflect our new, dynamic image! Busters has also been removed from the main magazine and replaced by the free book given away with this issue.

New Busters is still inside the magazine, but for now we'll update your Busters collection with another book in a few issues time. This change gives us more room to squeeze in a couple more of our top quality solutions. The other changes are in personnel. After a couple of issues Chris Hunt-Newham has left the fold for pastures new and we wish him well. Lets hope his enthusiasm for all things PC pays off!

Finally, thanks for your support throughout 1994. It really has been an amazing year for SEGA XS, with the magazine continually going from strength to strength. The most encouraging aspect of it all was the huge amounts of mail I've received from you guys praising the solutions we've done and also some of the whacky competitions we've created. It's great to feel appreciated! Anyway, all the best for the New Year, have a good 'un and keep reading Britain's only solutions magazine.

Stay Tuned
Chris Marke



COMPETITION WINNERS!

Prizes galore have been won in the competitions we ran in Issue #12. Check out the full list below — who knows it could be you!

The *Urban Strike Spot the Difference* competition has five first prize winners who each receive an exclusive *Urban Strike* flight Jacket and a copy of *Urban Strike* for the Mega Drive. They are Simon Gorden from Surrey, Gregor Sharp from Selkirk, Ann Simpson from Birmingham, Paul Peden from Co. Down and Roger Simpson from Peterborough. The next 20 winners receive an *Urban Strike* T-shirt. They are Simon Harding from Cambridge, Mike Turner from Swindon, Chris Bell from Cleveland, Keith Murray from Coventry, Harry Crombie from Edinburgh, Edward Kelly from Glasgow, JP Cavey from London, Jeremy Gaches from Isle of White, Martin O'Gorman from Manchester, Colin Timms from York, Gareth Welch from Chichester, PS Kewley from Merseyside, Richard Gardiner from Leicester, Dean Dutton from Milton Keynes, Micheal Budden from Amesbury, Stuart Nelson from Larnie, Vic Field from Leeds, AW Forster from Heaner, Craig Potter from Waterlooville and S Sutherland from Fife.

By the Power of SEGA XS here are the 10 winners of a *Mighty Morphin' Power Rangers* video. Martin Millson from Walesby, Anthony Brogden from Havent, Emma Williams from Preston, Philip McDonagh from Stockton, Simon Wadey from Clacton-On-Sea, Gordon Hunt from Kilwinning, Jason

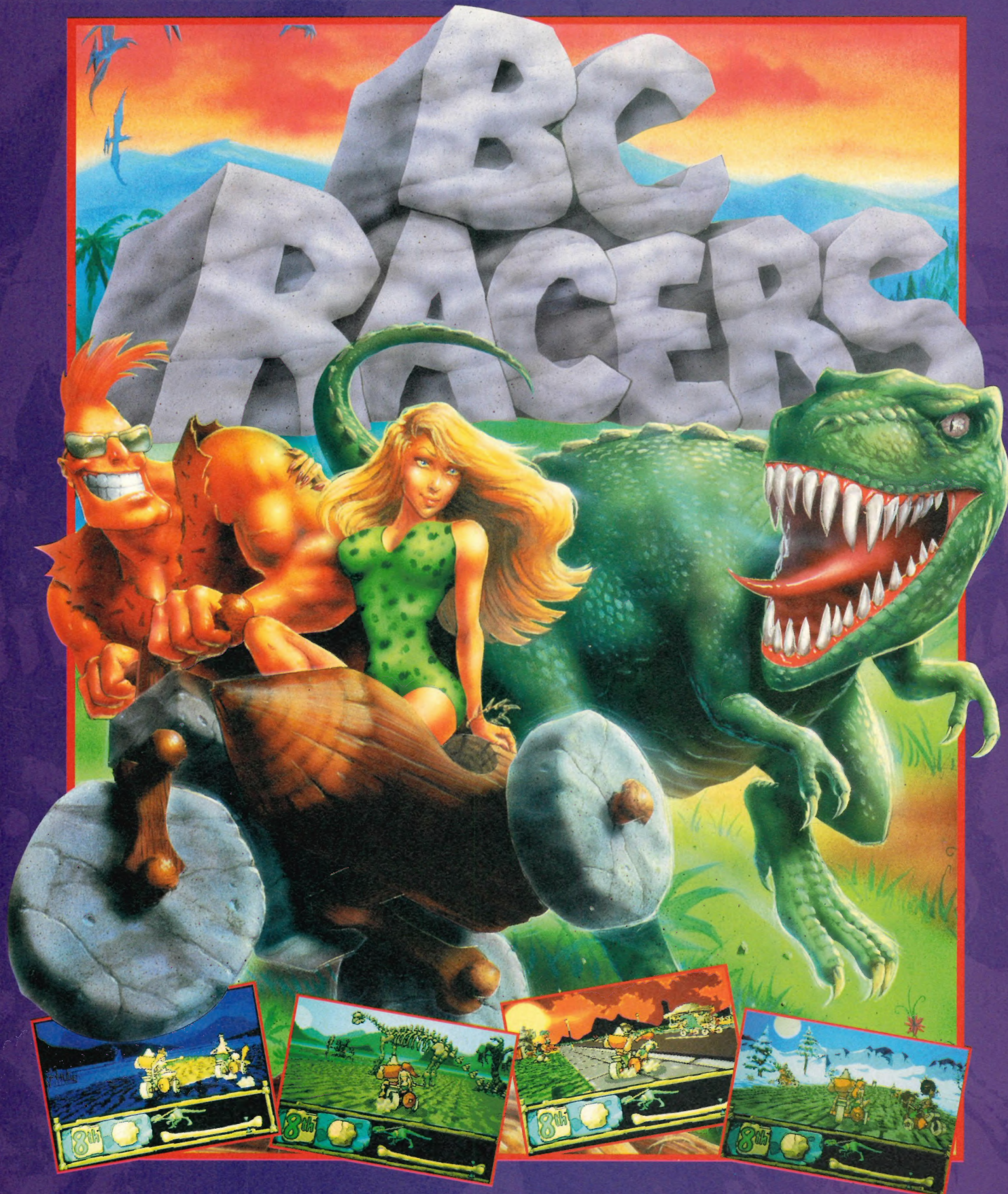
Whitfield from Maidstone, Arron Holmes from Manchester, David Heron from Gateshead and Kameran from Birmingham.

Last but not least a big thankyou to everyone who sent in drawings for the *Sylvester & Tweety* competition. This was great fun to judge folks! However, we had to pick our favourites from the thousands of entries and here they are. The first prize winner is Mandy Field from Leeds who wins a copy of the *Sylvester and Tweety* game for her Mega Drive, a T-shirt, a Keyring and an exclusive wrist watch, well done Mandy, we think you're a star, Rolf Harris eat your heart out!

The 20 other best drawings will receive a T-shirt and a Keyring. The winning artists are:

Luke Fuller from Surrey, Anonymous from Stocksfield in Northumberland, Ray Hammond from Cheltenham, Richard Hirons from Lincoln, Chris Bath from Somerset, Martyn Boscombe from Essex, Daniel Chin from London, Mark Cureton from Wednesbury, Allen Cureton from Wednesbury, Louise Cureton from Wednesbury, Chris Arscott from Poole, Kevin Houlching from Newport, Damien Floyde from Notts, Barry Griffith from Llandrindod Wells, Adam Blonde from Welling, Thomas Babb from Sheffield, Ryan Fox from Bristol, Stuart Thompson from Brain Tree, Michelle Griffin from Surrey and Abrar Hussain from Reading.

Well done to all our winners and remember in future, if you want to win, join in!



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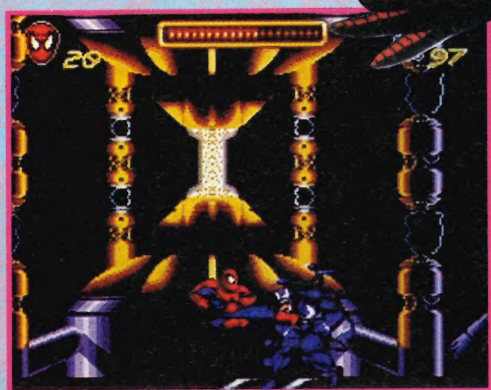
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COMIC CARNAGE

Acclaim, publishers of *Wolverine*, *Maximum Carnage* and *Mortal Kombat* to name but a few, have got together with the guys at SEGA XS to offer you the chance to win a host of exclusive prizes connected with Spiderman, Wolverine and the rest of the X-Men.

Not only have Acclaim released the likes of *Spiderman - Maximum Carnage*, but, by the time that you read this, they should be planning the much awaited new Spiderman game. This game is so top secret we could only manage to publish these few screenshots, which were smuggled out of Acclaim HQ in a lunch box!

Rest assured SEGA XS will bring you the full and exclusive solution to this latest Spiderman title as soon as the game comes out. However, for now get your pencils or felt tips out and get your creative heads on for the exciting Acclaim Competition.



THE RULES

Invent and draw your very own Superhero for the '90's! Superheros come in all shapes and sizes but have one thing in common. Their outlandish costumes! What we want you to do, in order to stand a chance of winning one of our exclusive prizes, is invent a brand new Super Hero for the 90's, draw your creation and send it to us. All entries must be totally original and not resemble any other Superhero in the history of Comic books. No copying, tracing or any sort of ripping off is allowed.

Create a new hero from your own imagination. Make him as strong and tough as you like or make him as silly as you like. Make the XS posse laugh and you're in with a better chance of winning. Send your designs to **Superhero Competition, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF**. All entries must arrive by 16 February and the editor's decision is final.

THE PRIZES

1st Prize - 5 lucky winners will receive the following:-

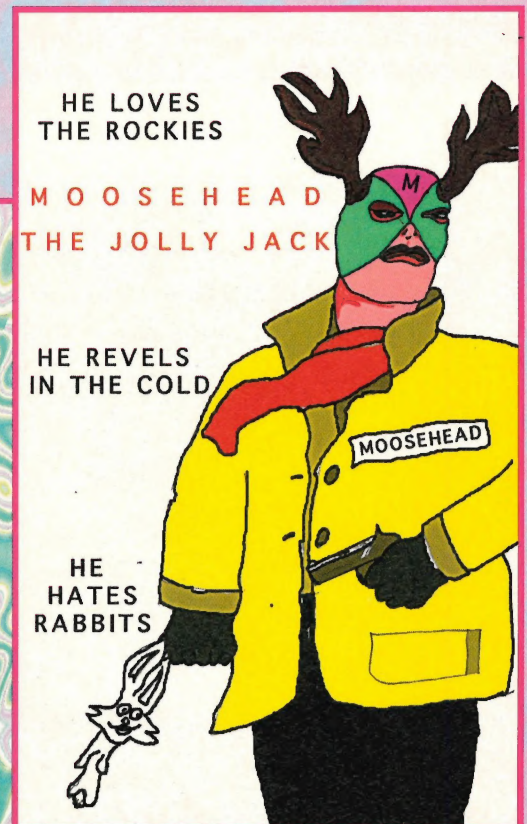
- 1 Copy of *Wolverine* for the Mega Drive
- 1 Copy or *Maximum Carnage* for the Mega Drive
- 1 Copy of *The Spiderman: Maximum Carnage* book by Marvel
- 1 Copy of a Marvel Comic featuring Spiderman or Wolverine

18 Runners-Up prizes of:-

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- 1 Copy of a Marvel Comic featuring Spiderman or Wolverine



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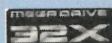
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Virtua Fighter

The future is here and it's not orange! The Saturn has arrived in the office, and with it comes the best beat-'em-up ever to grace an arcade — *Virtua Fighters*. With eight different characters and a big, bad end guardian to boot, this must rank up there with the all-time classics.

It's a perfect conversion, so SEGA XS, as ever, has broken all the rules by bringing you the ultimate solution to the ultimate game. Over the next nine action-packed pages, you'll find complete profiles of all of the characters (including all of those tricky special moves!).

Super Streetfighter II? Ha! This is where its at people.



AKIRA



BURST SPRINT

Press Forward, Forward quickly



COMBO KICK

Press Punch, Punch, Punch and Kick quickly.



FLYING KICK

Press Up, Towards and Kick



JUMP KICK

Press Up and Kick



JUMPING FIST SMASH

Press Up, Towards and Punch



LOW KICK

Press Down and Kick



SHOULDER BARGE

Press Forward, Forward and Punch.



PUNCH

Press Punch



PROFILE

NAME: Akira Yuki

COUNTRY: Japan

AGE: 25

SEX: Male

JOB: Kung-Fu Teacher

BLOOD TYPE: O

HOBBY: Kung-Fu

Hakkyokuken is a strange sounding word, but it's Akira's fighting style. Apparently, he's on a fighting tour of the world to find out just how good a fighter he really is. So, will he win all of the matches? Hmm, only you can answer that, Mr Gamesplayer! Akira's probably the most versatile of the fighters (not to mention having an uncanny resemblance to our very own Richard, eh?). A good, solid choice for the beginner, Akira has a very powerful punch. He may be a little slow at times, but he more than makes up for that with his brilliant shoulder-barge move.

PLAY VS AKIRA

Akira is a very hard opponent to defeat. Always try and get a few good hits in at the start of the match, give Akira time and he'll make you suffer. Jumping kicks are quite a good tactic against him, but make sure you don't get caught out by his vicious punches. Quick characters, such as Sarah, Pai, Lau and Jacky are your best bet against this guy.

PAI



COMBO KICK:

Press Punch, Punch, Punch
and then Kick quickly



FLIP KICK:

Press Diagonally Up and
Away and then Kick



FLYING KICK:

Press Up, Towards and then
Kick



KICK:

Press Kick



LOW KICK:

Press Down and then Kick



LOW PUNCH:

Press Down and then Punch



PUNCH:

Press Punch



ROUNDHOUSE:

Press Defend and Kick
together



PROFILE

NAME: *Pai Chan*

COUNTRY: *Hong Kong*

AGE: *18*

SEX: *Female*

JOB: *Action Star*

BLOOD TYPE: *O*

HOBBY: *Dance*

Pai has a bit of a grudge against her father in this game, for some strange reason. Apparently, he's too arrogant for her liking, so she's decided to teach him a lesson by beating him up. Pai is another character who is ideal for beginners, mainly due to her faster than fast speed. You'll find her backflip move coming in handy on more than one occasion. She's good with her kicks, as well. Her roundhouse move is both simple and quick to perform, so make good use of it!

PLAY VS PAI

Right at the start of the fight, be ready to defend yourself against her, she's faster than you think. A well-timed roundhouse or punch will usually sort her out, so keep that in mind when you go up against her. Try to keep your distance when you attack her, because her throws and locks can be lethal. Lastly, remember to block when she starts a counter-attack.



COMBO KICK:
Press Punch, Punch, Punch
and then Kick



FLYING KICK:
Press Up, towards and
then Kick



KICK:
Press Kick



LOW PUNCH:
Press Down and Punch

LAU



JUMP KICK:
Press Up and then Kick



ROUNDHOUSE:
Press Defend and Kick
together



UPPERCUT:
Press Diagonally Down and
Punch



PUNCH:
Press Punch

PROFILE

NAME: Lau Chan
COUNTRY: China
AGE: 53
SEX: Male
JOB: Cook
BLOOD TYPE: B
HOBBY: Chinese
Pottery

Pai's father, Lau, certainly knows his stuff when it comes to cooking up some ultra tasty meals. But is he any good at fighting? Hey, he wouldn't be in this game if he wasn't? To his credit, Lau is a tough man to beat. His kicks are his speciality, although it's possible for him to come up with some nifty combos as well. He's got a few decent special moves and his punches really put the icing on the cake.

PLAY VS LAU

Lau's main advantage over an opponent is his speed; there aren't many characters in the game who are faster. To have a hope of winning against this guy, go straight into attack mode. He tends to leave himself open to flying kicks and uppercuts, so try to get these attacks in as soon as possible. If you give this guy the opportunity, he'll go for a vicious energy-draining throw, so keep an eye out for those. You'll have to be effective to beat this sly old dog!

WOLF

**BACKBREAKER:**

Press Away, Down, Punch
and then Defend

**CHARGE:**

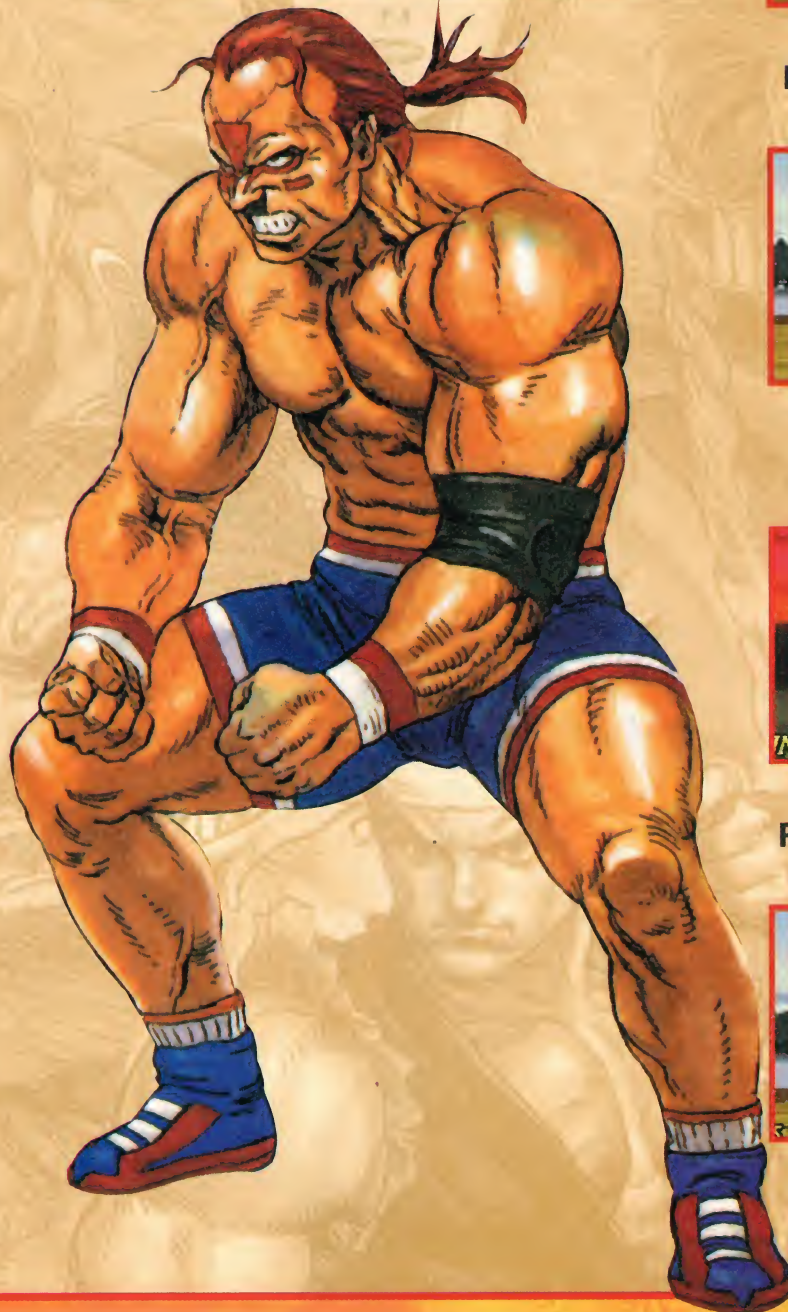
Press Towards and Towards
quickly

**CLOTHESLINE:**

Press Towards and Towards
quickly and then Punch

**KNEE:**

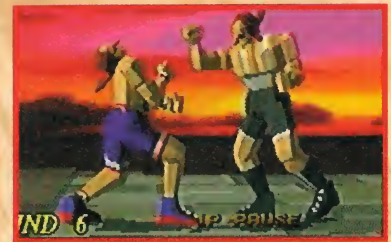
Press Towards and then
Kick quickly

**LOW KICK:**

Press Down and then Kick

**PUNCH:**

Press Punch

**UPPERCUT:**

Press Diagonally Down and
then Punch

**KICK:**

Press Kick

PROFILE

NAME: Wolf
Hawkfield
COUNTRY: Canada
AGE: 27
SEX: Male
JOB: Wrestler
BLOOD TYPE: O
HOBBY: Karaoke

Canadians are funny people, aren't they? Of course they are! Check this guy out. He calls himself Wolf and, not unsurprisingly, he's a wrestler. He's a bit of a power-house as it goes, and is the strongest character in the game to play as. He has a number of mean and powerful special moves, most notably throws, but he's also a mean kicker. His brilliant uppercut and basic punches really give him the edge over most of the opponents.

PLAY VS WOLF

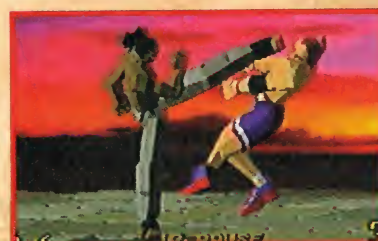
If you hope to defeat this guy, go for nimble fighters such as Lau and Sarah – Wolf can't normally keep up with their pace, you see. When he comes towards you, he'll almost always try to get a wrestling-hold on you. If you're quick enough, kick him in the mid-section and then jump back. Try to perform a flip-kick if you can. He won't like that, when it connects with him.



BACK BREAKER:
Press Towards and Punch



CHARGE:
Press Towards and Towards quickly



KICK:
Press Kick.



LOW KICK:
Press Down and Kick

JEFFRY



LOW PUNCH:
Press Down and Punch



PILEDRIVER:
Press Towards quickly and then Punch



PUNCH:
Press Punch



THROW:
Press Diagonally Down, and then Defend, Punch and Kick together

PROFILE

NAME: Jeffry
McWild

COUNTRY: Australia

AGE: 36

SEX: Male

JOB: Fisherman

BLOOD TYPE: A

HOBBY: Reggae Music

Jeffry is, no, not Neil Armstrong, but one of the strongest characters in the game. His main strength is in the throws and strangle-holds that he performs. Most of his attacks revolve around throws and locks, so be sure to make good use of these in the fights. He has a fair smattering of special moves as well and is one of the games most powerful characters. His only weakness is his lack of speed, but make up for this with well timed blows.

PLAY VS JEFFRY

Small and tricky little characters such as Pai and Sarah are most effective against this guy. He won't know what's hit him if you're on form. Attack him with plenty of kicks and punches in order to weaken him down. After you've done this, launch a succession of throws on him. Keep an eye out for his long kicks and deadly punches and you should be fine against him. Just don't let him get hold of you.

KAGE

**FLIP KICK:**

Press Diagonally Up and Away, then Kick

**KICK:**

Press Kick

**LEG THROW:**

Press Away and Punch

**LOW KICK:**

Press Down and Kick

**OVERHEAD THROW:**

Press Towards and Punch

**PUNCH:**

Press Punch

**ROUNDHOUSE:**

Press Defend and Kick

**THROW:**

Press Away and then Towards quickly, then press Punch

PROFILE

NAME: Kagemaru

COUNTRY: Japan

AGE: 21

SEX: Male

JOB: Ninja

BLOOD TYPE: B

HOBBY: Marjong

Kage, being a ninja, knows a thing or two about the old martial arts! He has several powerful kicking moves at his disposal; but having said that, his punches and special moves are pretty damn hot also. He uses his super-fast agility and quickness to his advantage in fights, making good use of these attributes in his footsweeps. In the game, he's out for revenge against the man who killed his mum.

PLAY VS KAGE

Play as a small and nimble character when you fight against Kage, then you can match the sucker move for move and beat him at his own game! Kage is very quick and agile, and he'll not hesitate in using footsweeps against you. If you're not careful, he'll also get you in a lock and throw you up in air with his leg. Not a nice guy, really.



CHARGE:

Press Towards, Towards and then Punch quickly



COMBO KICK:

Press Punch, Punch, Punch and then Kick



FINISHING OFF DOWNED OPPONENT:

Press Up and Punch quickly



JUMP KICK:

Press Up and then Kick

SARAH



KICK:

Press Kick



KNEE:

Press Press Towards, Kick and Kick quickly



LOW KICK:

Press Down and Kick



PUNCH:

Press Punch

PROFILE

NAME: Sarah Bryant

COUNTRY: America

AGE: 20

SEX: Female

JOB: College Student

BLOOD TYPE: AB

HOBBY: Sky Diving

If you're looking for a fast fighter with great kicks and, erm, long blonde hair, then Sarah is probably your best bet. She has some rather nifty special moves at her disposal, including a double illusion kick and a brilliant combo which ends in a rising knee. Her agility defiantly gives her an advantage over other fighters.

PLAY VS SARAH

Sarah does most of her attacking by kicking her opponents, so keep your distance and get ready to retaliate by using uppercuts if you can. Stay clear of her, or else she'll have you in a headlock quicker than you can say "Blimey! That WAS quick!". As well as her lightning fast kicks, she can also jump away from your attacks, so get ready to pin her down as soon as she attempts this. She a tricky and tough customer, this one.

**COMBO KICK:**

Press Punch, Punch,
Punch, Kick quickly

**TUMBLE:**

Press Defend, Defend,
Defend and Away when you
stop tumbling

**FLYING KICK:**

Press Up, Towards and Kick

**KICK:**

Press Kick

JACKY

**LOW PUNCH:**

Press Down and Punch

**PUNCH:**

Press Punch

**ROUNDHOUSE:**

Press Defend and Kick
together

**SWEEPING KICK:**

Press Down, Towards and
Kick

PROFILE

NAME: Jacky Bryant

COUNTRY: American

AGE: 22

SEX: Male

JOB: Indy Car Racer

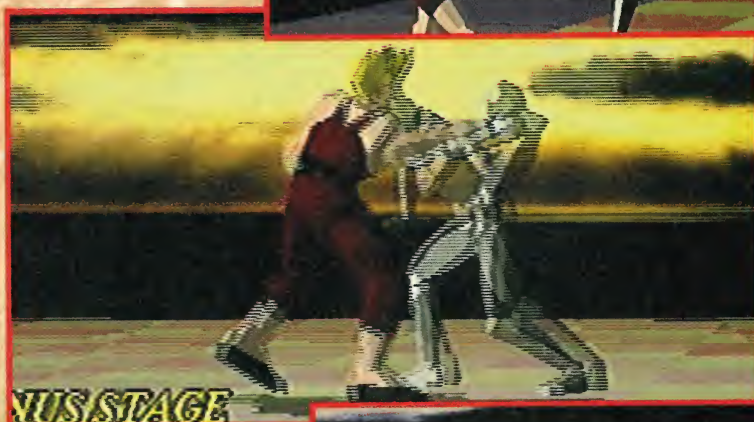
BLOOD TYPE: A

HOBBY: Training

The best fighter in the game, Jacky is the man to go for if you want combos by the bucket load. Thanks to his amazing quickness and super strength, you should be able to defeat anyone with this guy, as long as you're on form of course. His spinning knuckle punch is also a great move that's both quick and easy to perform. A great character, both for the beginner and expert alike.

PLAY VS JACKY

When fighting against Jacky, keep an eye out for his combos. He's a fighter who's not stunned very easily, so always be prepared to block just in case he decides to launch a surprise attack of his own. Try to pull a few special moves on him and set up a few combos. Whenever he attacks you from the air, come back onto him with a roundhouse kick, it's usually enough to knock him down.



DURAL

Dural's the game's big baddie, but apart from that, that's all the information we have on him. I can only presume that Dural's supposed to be a woman and a feisty one at that. Add to that the fact that her main hobby is pulling the legs off live ants, and we have a definite no-no on the dating front. Doh!

PLAY VS DURAL

Dural's the final guardian in the game; beat her up and you're treated to the end sequence. Keep on the ground at all times – Dural's lethal uppercut puts an end to any jumping ideas you might have. Try to deliver plenty of punches to the body and set up a few combos. Dural's best moves are grabbing and throwing you, so watch out!



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Core! If you fancy seeing more of that bikini babe, there's only one thing to do: make sure you don't miss the next issue of Mega Power. We've got an exclusive playable demo (different to the one on SEGAPro) of BC Racers, Core Design's wacky caveman racing game. We also review the game inside, plus Pitfall CD, The Lawnmower Man, Heart Of The Alien and more. It's a must-buy for all Mega-CD owners!

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CANNON FODDER

Rampage, carnage, extreme violence and a callous disregard for human life. These words not only describe Neil Armstrong's attitude towards the rest of the team but also the action packed, blood hungry game of *Cannon Fodder*. Never before has there been an army style blow-'em-up so geared towards the mindless slaying of enemy sprites. Never before have normal people turned from fun loving gamers into Rambo style nutters. *Cannon Fodder* has more blood and gore than MORTAL KOMBAT, more tiny sprites than *Sensible Soccer* and more outright violence than the average Arnie flick!

Taking all that into consideration, *Cannon Fodder* is bound to be a big seller and who better to bring to you the complete solution than the biggest selling tips magazine in the world, SEGA XS. So sling on your army gear, load up your Uzi's and prepare to kick arse!



Mission 1

The first mission in this mammoth game is a simple test of basic strategy, designed to get you used to the controls. If you click on the map option, a whole map of the area will be displayed so you can work out a route to your objective. All enemy buildings will be marked on the map and your position will be shown by a red cross.

The solution to this warm up mission is to simply move around the right of the woods and shoot the three enemies that are scattered around the top edge of the map.

real threat at the neck of the clearing, to the left of the starting point. Take cover here and gun down all the foot soldiers before proceeding around the bend in the river, heading for the bottom right corner of the area.

You now come to a hut with a stash of grenades by its side, grab the extra weaponry without shooting a stray shot near the grenades and retire to a safe distance. Lob a

grenade at the hut and note the way the hut explodes showering debris around the area. This is why you should be standing safely away from the target when lobbing a grenade.

Mission 3

This is your first mission in the snow and ice, with slippery

direction, cross the narrow river and arrive at the beach. Carry on past the beach in the same direction, grab the grenades and blow up the hut before heading to the bottom left corner of the area to repeat the hut assault.

Cross back over the river to the jetty (just below your start point) and continue to the right in an anti-clockwise sweep, taking out the next hut positioned in the bottom right corner of the map. Head up to the top right corner to blow up the final hut and finish the level. If the foot soldiers become too heavy on the way to the final hut lob grenades at them, but remember to keep at least one in reserve for the final hut.

grunts you see!). Guide the rest of the squad down to the small village in the bottom left corner.

Here you will find more grenades. Be aware that any hut with a door, rather than a hole, will dispatch troops to attack you. Before leaving the area blow up the relevant huts and then head to the top right of the map. At the top end of the river you will find more grenades, so grab them and blast away the final hut, located just to the North of this point.

All that's left to mop up now are the remaining foot troops around the final hut and in the clearing just to



Mission 2-1

Again this section can simply be used as target practice but this time the enemy soldiers are spread out a bit more. If you travel in a clockwise direction from the start point you will come across a few groups of foot soldiers who will have limited fire power. Simply pick them off with rapid fire to complete the phase.



Mission 2-2

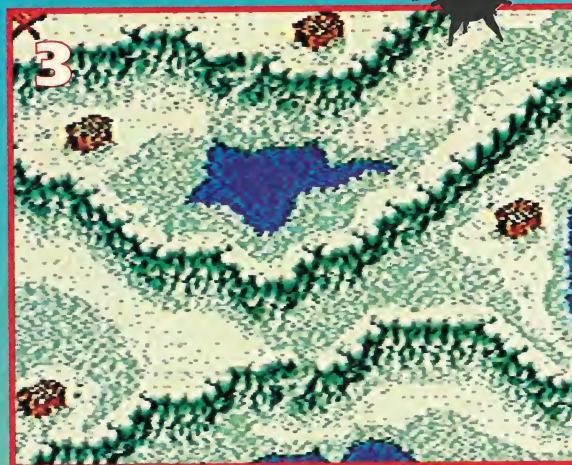
You'll be able to use your grenades to blow up the huts in this phase. The river's only narrow, so keep to one bank and the enemies on the other side will be within range of your blasts. The enemy only becomes a

conditions under foot. Advance to the right from the start point along the top ridge and glide past the first hut. Jump down the cliff and move over to the next path, leading down the second cliff. Go down it. Now pick up all three boxes of grenades positioned to the side of the second hut

and stand well back before blowing up the hut and picking off any survivors with gun fire. Repeat the method on the final huts in the bottom left corner and just up from there on the left.

Mission 4-1

From the start point in the centre of the area, head in a 10 O' Clock



Mission 4-2

From the start point in the top left, move to the right, firing as you go, to blast away the enemy troops positioned to the top right above the jetty. Move along the jetty and cross the water to destroy the hut. Now finish off the survivors, some of which will be lame ducks in the water.

Mission 4-3

These first few missions have been far too easy and this is where it starts to become a little more difficult. Take your troops over to the tunnel entrance in the middle left of the area and leave two or three men there without any grenades (thus ensuring they do not blow each other up by accident — they're a bit dumb these

the left of the centre of the map, just up from the tunnel entrance where you left some of the boys. Now is the perfect opportunity to test out your grenade lobbing skills by attacking these enemy troops. Throw grenades at them from the safety of the other side of the strip of trees.



4.3

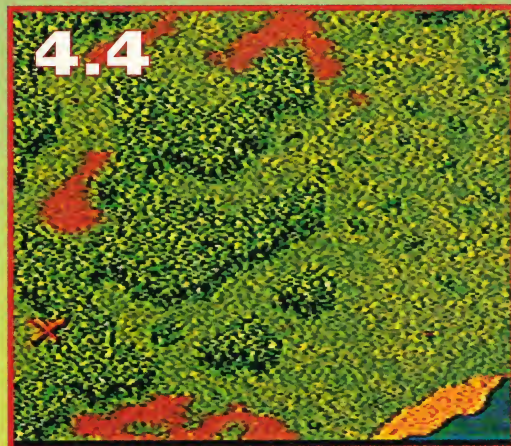


Mission 4-4

At the start point split two of your men from the main party to make a smaller target, before moving up past the first load of quicksand and up to the next quicksand area. You will come across the first booby trap of the game here. The trip wire leads across the path. Simply shoot away the wire leaving the area safe to pick up the grenades to the right.

Now loop around the top of the map, carefully avoiding the dreaded quicksand, and head down towards the hut located to the right side of the main group of trees, while firing at the obviously placed opposition. Destroy the hut and complete the mission. There is no need to collect the missiles by the bottom stretch of quicksand. They are a trap and you could easily lose a man in the attempt to liberate them.

4.4



Mission 5-1

Start off on the far right of this long thin area. Head along the river bank until you are opposite the first hut,

5.1



located about a third of the way along. Stand in the shallow part of the water and from this position bomb the hut on the other side of the water. Head around the back of the second and third huts to the North-West of this position and pick up both boxes of grenades and the barrel containing four rockets. Use the grenades to destroy the huts.

Move along to the right until you reach the river again and head along the bank to the middle of the bend in the river. The next hut on the other side is now in view. Switch to the rockets via the icon and blow away the hut before crossing the river and taking out the hut beside it by blowing away the box of grenades stacked alongside it. Now select one of your merry men to go on a solo mission along the river bank to the left to take out the rocket launchers. As long as your man moves swiftly and constantly the rockets should fall wide allowing him to slaughter the enemy and complete the phase.

Mission 5-2

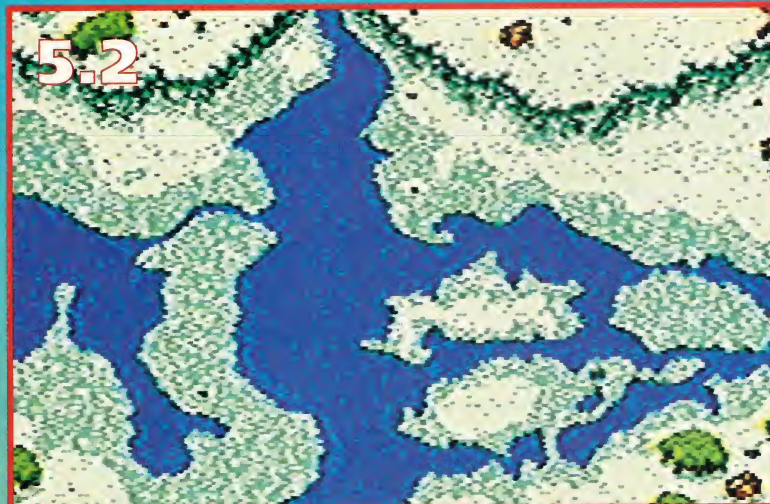
Bomb the hut directly below you from the start point in the top right corner and make your way down the right hand side to find two other huts. Here you will find 12 rockets so pick them up. Blow away the undamaged hut with grenades and then switch to rockets. Head left through the gap in the trees and keep on moving until you can locate the sniper and eliminate him.

Once he is down cross the ice-bridge and rocket the next sniper, before crossing the ice to take out the sniper in the middle of the top edge of the map and blow away the hut with a grenade.

Switch back to rockets and cross the water just to the left but watch out

for the next sniper. Target him while you're in the water so your first guy to get out of the water will blast him away. Continue on to the top left corner to wipe out two more snipers then

5.2



head back down the map to blow away the next sniper, dug in near the hole in the ice. Follow the ice around to the bottom left corner of the map to blow up the final hut. There will be a sniper hiding behind the hut so pick him off before mopping up the other enemy troops.

Mission 5-3

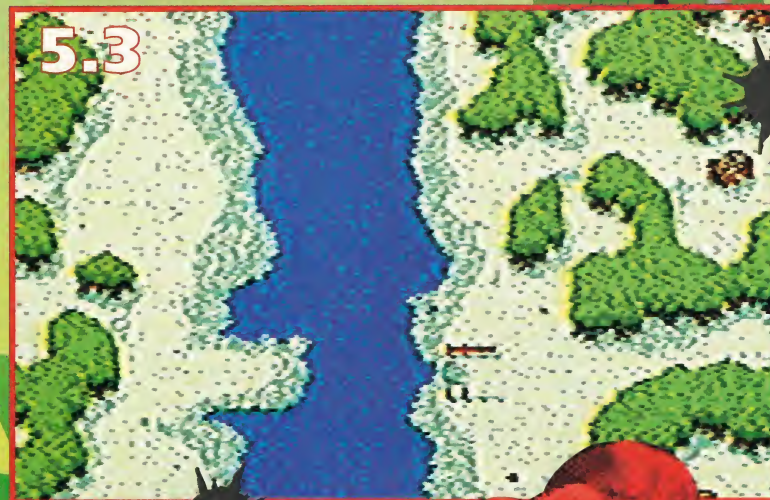
Split the team up into two groups and send one group down the right hand side of the map. You will find a sniper in the second area of trees so rifle him down to find that you are just above the compound where you will find a Skidoo, which is a vehicle that glides across the snow. Position yourself just to the right of the compound and a sniper will open up on you blowing away the hut.

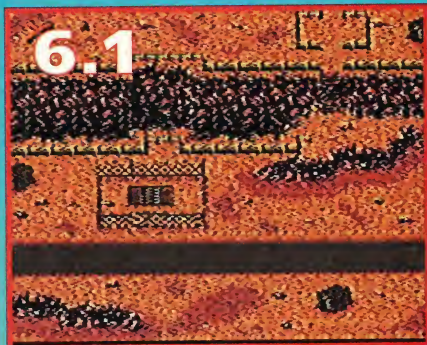
Quickly run around the hut and

thank him for his contribution to the cause by pumping his wriggling body full of lead! You will now be in the range of two other snipers, positioned on the other side of the river. Keep moving and shoot the nearest one before going to the waters edge and rocketing the other one. Cross the water just below the Skidoo ramp and target the next sniper while you are in the water so he'll be dispatched as soon as one of your boys reaches the shallow water. Head down and around the trees to locate the final hut and complete the level.



5.3





Mission 6-1

By this stage the pace is really hot-ting up and the game will become a lot harder. Enemy soldiers pour out of the huts, so the first thing to do is grenade the fence near the start point, before going to the edge and targeting the door of the hut with rockets. Since the door is facing away from you and there is a fence in the way the hut might not explode first time so hit it with another rocket immediately.

Head across the top of the map to grenade the hut in the top right corner of the area and clear the area of enemy personnel before heading down the bridge. Be careful or the holes in the bridge will send your troops dropping to their deaths. Go to the right of the small cliff and head down to the road at the bottom of the zone and shoot at the grenades next to the final hut to blow it sky high. When the hut blows up it should take out the sniper behind it.

Now head up to the fenced area near to the centre of the map. There are still a lot of foot soldiers around the area so tread carefully and switch to rockets for protection. Charge through the gap between the first hut you wrecked and the wire to take out the final sniper, located in the bottom left corner at the other side of the road. Killing him should bring a few more enemy freaks out of the woodwork, blast them away to complete the mission.

Mission 6-2

Go down the small cliff to the left of the start point and split the team up into two sections. Send one squad over to the hut above but make sure that the hut is always between you and the sniper behind it. The sniper should

now blow away the hut. When he does simply throw a grenade over the hut to take him out.

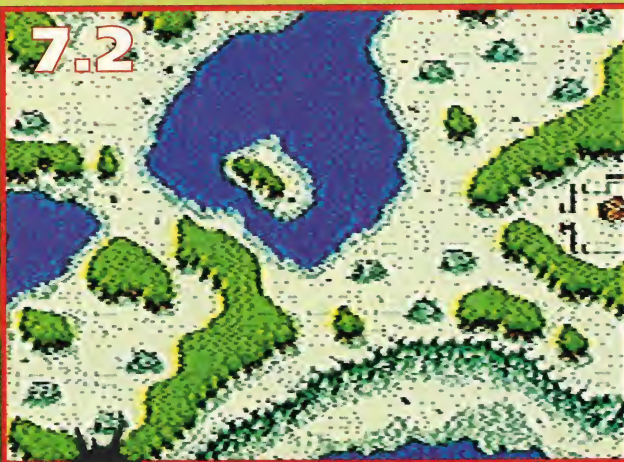
Send the other squad down to the helipad on the right and blow the fence open so you can get the grenades. Go down the narrow path and shoot the sniper on the roof of the building before bombing the hut in the bottom right corner and blowing the fence open so you can get through. There are some extra rockets just to the left of the hut but they are far too hard to get to and you will not really need them in order to complete the mission. Instead of wasting time on the rockets, head over to the houses in the mid-left of the map and simply blast the door away to finish the level.

Mission 7-1

Split off one man without the good weapons to take out the four snipers in the bottom left corner, at 2 O'Clock from the starting position, over to the left and across the water to the second block of land. This may seem a tall order for one man but he should be able to do it if he doesn't stop running and shooting.

Leave him near the second hut

and bring the others up to meet him, bombing the two huts as they go. Switch to rockets and cross the water to the right targeting the



next sniper as you swim. Once he is out of the way it's easy to head up the path to the top of the cliff and bomb the next two huts.

Move to the shallow water at the top of the map and take the sniper on the cliff top out with a rocket. Cross the water keeping to the shallow, light blue bits so you can fire at the ground troops as you go. Simply destroy the final hut and turn to the last stretch of water to blast away the swimming troops and finish the level in a blaze of glory.

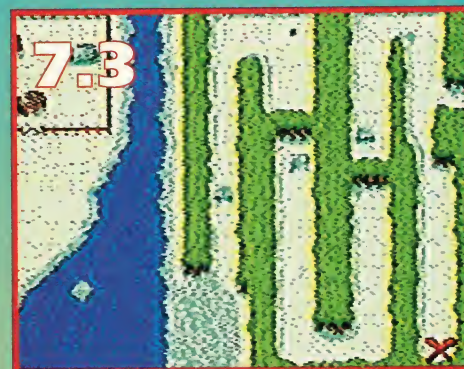
Mission 7-2

Head down through the gap in the trees to the edge of the lower group of trees pausing only to bomb the first igloo. Take out the snow huts in the bottom left corner of the map. Head up to the island in the centre but take cover in the trees below and wait for the sniper on the island to blow himself up. Take out any survivors with machine gun fire.

Now go around the long group of trees to the bottom of the map and take out the unfortunate wretches hiding below the cliff. Work up the right hand side of the level taking out the igloos and the hut in the clearing to the right before letting rip on the foot troops. The final set of igloos can be located and blasted in the top right of the map.

Mission 7-3

Send one man up from the start point to charge the sniper. Regroup and get everybody into the Skidoo. You've got to get over the ramps, but make sure



your approach is straight or else you'll land on the trees, killing the troops instantly. As you progress around the maze run over the enemy, saving the hassle of stopping the vehicle and shooting them.

Once you are over the last ramp, get out of the Skidoo and hide around the corner. Now split the team into two groups. Send one squad to rocket the snipers, lined up on the left of the area and then cross the river and the narrow stretch at the top. Now you have to blast away all the huts in the compound but take

care not to blast the Eskimo or you will fail to complete the mission. Wait until our friend has run for cover to the other side of the compound before concentrating your fire on the huts.

Mission 8-1

Move in a swift straight line to the left to locate the two huts. Troops will pour out of the huts at an unnerving rate so take the huts out as soon as possible. Switch to rockets immediately and hide around the corner from the huts in the trees and pick off the first few stray enemies. Now rush out and take out the sniper to the back of the bridge.

Shooting the mine between the bridges blows them up, taking men with them but be warned, the wrecked bridge is booby-trapped with spikes. Quickly rocket the huts and head for the top right corner of the



8.2



map to take out the foot soldiers milling about. Stay away from the area and bomb them with grenades as the approach to their area is heavily booby trapped.

Mission 8-2

Shoot the sniper at the foot of the ruined huts and take cover behind them. Send one guy down to the edge of the water on the right hand side to grenade the sniper on the other side of the river and then rocket the sniper located further down. Once the snipers have been dealt with send three men down to the far side of the water, just to the right of the second sniper you killed.

Walk the remaining soldier up to the palm tree and barrel in the middle of the top stretch of land, where two snipers will self-destruct over on the opposite bank. If you are quick enough you can shoot the remaining two snipers on the island before they turn their sights on you. Pull the soldier back once this little attack has finished and leave him to defend himself.

With the other three charge the next bunker, in the middle of the bottom edge of the map. Shoot the sniper, go around the front and grenade the next sniper before heading around the back of the next

8.4



bunker to blast the final sniper. Make sure all enemy personnel are gunned down before crossing the water. Head for the centre of the map and shoot anything that moves before getting in the turret. Fire at as many bunkers as you can, and take out any long range troops.

8.3



Mission 8-3

Right from the start you must be on your toes to blast the first soldier away before going around the circular group of trees to dispose of another two enemy men. Watch out for the booby traps as you go.

Now head in the logical route around the snaking sections of trees to arrive halfway down the map on the right side next to an oil drum. Move quickly to this point while taking as much cover as possible in case the odd enemy foot soldier decides to be a hero. At the oil drum, split your troops into two groups and leave the first squad at the drum with all the extra weaponry.

Now take the other group down to the bottom right hand corner, via a river crossing, to locate 50 heat seeking rockets hidden behind the bush. Head the second squad back up to the oil drum but do not re-group. Instead, send one man forward to take out the snipers a little way downstream. Then take the man further on to the small hut village to blow up about three of the huts with grenades. It's very likely this solo mission will end with your man dead, but if he can take out three huts single handed it will have been worth it.

Now send in another solo runner to do the same and try to destroy another group of huts. When the area has been softened up, send in the boys with the heat seekers. Their main advantage is being able to fire long distances over huts, so blast the remaining huts, but leave a few of the enemy troops alive. If you kill them

you will finish the phase, but before you do that you should head past the base and halfway up the left hand side of the map, carefully avoiding the traps, until you reach the back path. Go to the tree at the end and be rewarded with a four-star general power-up, located behind it. Now return to the camp and kill the other enemy troops to end the phase.

Mission 8-4

Go around the group of trees, past the jeep and carry on round the bend to shoot the soldier coming out of the tunnel. Now go back on yourself and blow up the jeep before it mows all the squad down. Next head to the top right hand corner to retrieve your jeep before bombing the hut and sending one soldier off to blast the snipers located further down the track, taking out the furthest one with a rocket.

Now leave him on the cliff top while the other three men drive the jeep over the cliff and into the water, with the man overhead providing covering fire.

Make sure everyone in the jeep is in one unit so they can all escape when the jeep sinks. Now scramble

Mission 9-1

It soon becomes obvious you haven't enough bombs to blow up all the buildings, but you do have a rather good cannon-firing Skidoo! Leap into it and position yourself so the enemy shoot up the huts rather than you. You can only do a limited amount of damage like this, so park up, get out and blast the remaining turrets and enemy Skidoo towards the bottom of the circle of water. If you need extra grenades go back to the centre of the island and grab extra ammo there.

Mission 9-2

Head to the top right of the map, aiming for the little island. You'll need to move swiftly through the water and be pretty lucky during your approach as gun turrets on the main land will be targeting you. As soon as you touch dry land, rocket the first turret and pick up the extra weaponry in the top corner of the map.

Move over to the left in order to blow the next turret and continue over to hide behind the blockhouse. The enemy gun turrets then blow the blockhouse up so quickly take out the turrets with grenades. Take the



to the bottom river bank before heading around to the centre of the bottom of the map to grenade the hut and the sniper hidden over the trees. Run straight past the gun turret and keep moving until you reach the far side of the island. Here you will find the one remaining sniper. Shoot him and head downstream to knock out the jeep. Now head back up to the gun turret and blow up the bunkers.

9.2



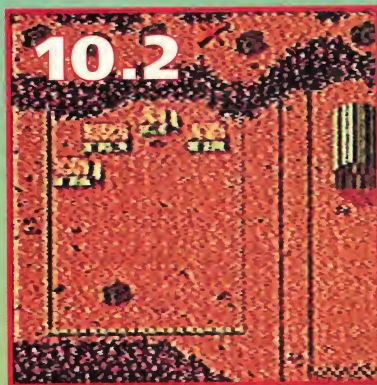
long swim to the bottom right corner of the map to destroy the final set of gun turrets with grenades and kill any foot troops to finish the mission.



Mission 10-1

The enemy are very alert in this level so watch out for grenades and rapid machine gun fire. You have enough ammo to complete this level without being fooled into taking the booby trapped ammo near to the top left hut in the compound. Simply head clockwise around the compound, sticking to the road.

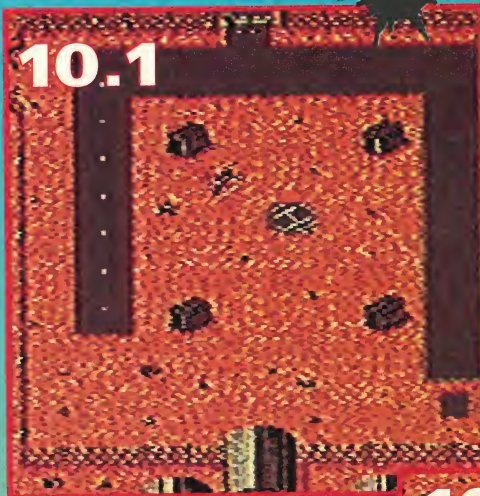
Keep on moving and bomb all the huts, but watch out for the sniper on top of the hanger in the middle of the bottom area of the map. You will also notice an enemy helicopter buzzing overhead. It's not armed but will keep dropping troops each time it lands. Wait for it to land and simply blow it away with a well-placed rocket.



Mission 10-2

From the start move all four men and leave them between the right two huts. Blow these huts up using grenades. Send one man off alone to get the other three huts on the upper side of the ravine then link him back up with the rest of the boys. Move everyone across the bridge and stop alongside the warehouse then separate a man once more.

Use him to destroy the two turrets. There's one at the end of the warehouse and another one just beyond the left fence, towards the bottom. Go back and separate the group into two pairs. That way if one pair fails to finish the remaining enemies off you've got another chance. Walk to the far left and lob a grenade over the fence to get the last hut, then get the turret in the village using a rocket. Finally get the last turret, located on the far left just beyond the fence.



10.1

Mission 10-3

At first ignore the jeep and get the soldiers. Go left and destroy the two buildings. Stay behind the lower one to avoid the turret and destroy it with a grenade over the top. Next get in the jeep and jump the fence using the ramp. Keep moving and jump the next fence too, being careful not to land on any civilians. Drive round behind the village building and abandon the jeep. Now all you need to do is hit the buildings to complete the level.

Mission 10-4

Although there is a turret you could use in the centre it's extremely difficult to get to, so simply rocket the first launcher guy you see and move onto the bunker in the bottom right of the map.



10.4

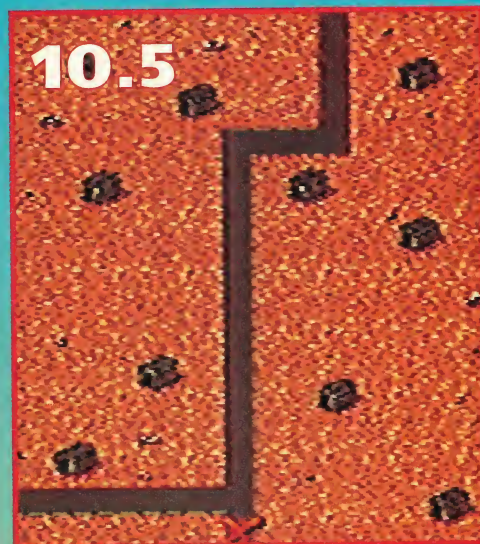
The tank will now open up on you. Thankfully there is a large block of concrete in the way and it blows the door off after a few shots, taking out the bunker. Now there will be a frantic dash to take out the two huts

through a hail of gunfire and explosions. The first hut is located in the bottom left corner and the other hut is situated in the top right. Moving between them should be done at top speed before the tank's nail you.

Mission 10-5

The only real problem in this section is the gun turret that blasts you as soon as the level starts. Hopefully at least one of your troops will

survive the blast so work him up the left hand side of the map, throwing grenades at the huts and taking out the ground troops. Take out the two turrets at the top with rockets before getting in the tank located in the top left corner of the compound and blasting all the huts and remaining turrets.



10.5

the bottom right corner, blast it. It is occupied by the enemy. Go around the back of the hut and get the turret with a rocket then grenade the long hut. If your first squad bite the dust send in your back up team to finish the job.

Mission 11-2

Cross the river at the start and throw a grenade to blow up the gun turret. Now get everyone running down the left hand track as quickly as possible. Take out the second turret, next to the bunker, as you go. You might lose a man or two but keep running and climb into the tank in the bottom left corner.

Blow up the bunker and turret to the right, then keep taking out the men. Eventually the helicopter will land. When it does blast it into oblivion! Now send one man out of the tank to blow up the gun turret on the far right, taking care not to destroy the villager's houses. Cross the bridge and get the last turret.

Now return to the tank and take it across the bridge to blast the enemy tank then blow up the fence holding the native captive. Get out of the tank and wait for him to return to his house

but don't get too close to him because he might skewer you with his spear. Once he goes through the door this phase will be complete.

Mission 11-1

Work your way left and downwards. There are some men at the top but don't worry about them the buildings are your only concern. Take out the odd soldier on the way and hit the native hut in the middle. You might see a helicopter flying about but ignore it as it's unarmed.

When you reach the bottom left, split the group into two squads. Send the first pair slowly across the bottom taking out the bad guys as they go. When the hut comes into sight, near



11.1



11.2



Mission 11-3

The complex map looks very tricky but this is actually quite an easy level. Don't destroy the native huts, just the turrets. There is plenty of cover, so just nip out, fire and get back out of sight. You will notice that the left side of the map is unreachable so board the helicopter near to the centre. Fly over to the left and take out the final two turrets. Don't worry about being shot down either. There isn't anything in the level that will pose such a threat. Just make sure you land safely.

Mission 12-1

Switch to rockets and head down to the outcrop at the bottom centre of the level, where you will be able to see the Skidoo at the top of the screen, near to the centre of the island and the turret to the extreme right. Blast them both with rockets from this point and then head straight for the tank in the bottom right corner of the island. Try and get to the tank before the helicopter starts to loom overhead and then take the tank up to the top of the

island and blast the three bunkers that range across the top to complete the phase.

Mission 12-2

Get straight into the tank and take out the enemy buildings. The trick is to keep moving, zig-zagging if possible, as there's two turrets and a tank to contend with. The turrets can be destroyed with a single shot but the tank is harder to take out. Try to drive across the front of it, about

11.3



three quarters of the screen away, and fire as rapidly as possible.

Once the lower bank is clear, swim across the river approximately in line with the boarded up pathway. The enemy rocket launcher will destroy it for you, opening up your route back to dry land. As soon as you hit shore, grenade the hut and strafe all the area around to wipe out the remaining obstacles.

Mission 12-3

Move up the map from the start and take out the two turrets in the top left corner. Now move over to the right and grenade the line of mines which will blow out the next turret. Go past it in the same direction to find the helicopter and land in the clearing just to the right of the bottom left corner of the map.

Grab the tank and blast away all the bunkers, taking care not to get too close to the explosions. Now leave the tank and go to the right to blast all the soldiers in the water and then cross the water in a straight line to finish off the final hut. From there travel

up country to locate the final gun turret and destroy it.

Mission 12-4

First get rid of those pesky turrets on the ice flows. Do that and you've got a free path to the helicopter on the central flow. Before you take off, however, go over to the far right and grenade the hut. This will save you the bother later.

Fly right to the top of the map and land behind the top bunker. Quickly disembark, before the enemy arrive, and board the tank. Destroy the two bunkers and any men wandering around then scout around the lower levels for the last few stragglers. Keep an eye out for a couple of nasty rocket launchers however.

Mission 12-5

Head up and destroy the turret on the far bank at the top of the map. Now swim across to find a hostage on the other side of the trees. Before you can rescue him though, you will need to destroy the two turrets on the island in the centre of the map and then wipe out all the enemy soldiers without hitting the hostage.

Head over to the chopper, located on the far left of the third land mass near to its top coast line. Before you climb into the chopper rocket the turret guarding the Red Cross tent. Now go and collect the hostage and land near the tent to drop him off.

Mission 12-6

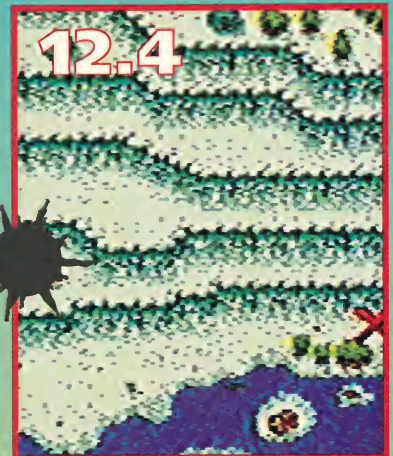
If the enemy chopper gets airborne, you've had it, so there's no time to hang about on this one. Split off a squad of two or three men, take all the extra ammo with you and head to the edge of the starting island. You will just be able to see a bunker to the right, which has a turret on top of it. Rocket this to take out the turret and then swim towards it. You must catch the chopper on the ground, on the small island to the bottom right corner of the map. Target that first and then set about destroying all the bunkers systematically from the small island to the right of the main island to the final one in the top left of the main island.

Now split three individuals from the pack and send one of them to each of the pressure pads scattered in order to summon the enemy chopper down from the roof of the factory. These pressure pads can be found in the top right of the

12.3



12.4



map just under the cliff, the top left of the map on the coastline and on the small island in the bottom right. Now fly up to the roof, get in the turret and shoot everything up. In order to finish the level blast away all the bunkers as well as the factory itself. Aim at the door and keep firing until the door flies off to succeed.

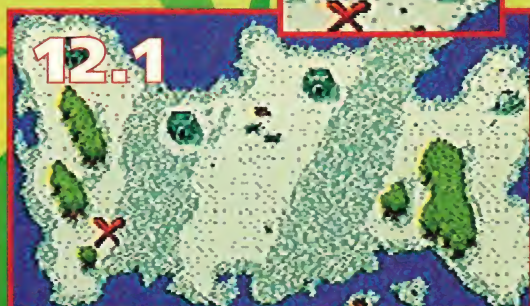
12.5



12.6



12.1



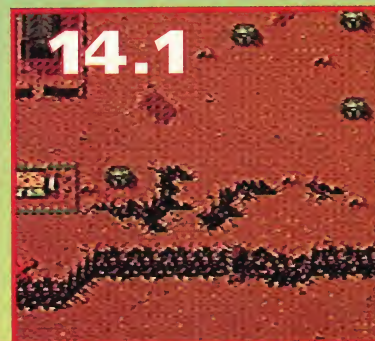


Mission 13

It is worth pointing out at this point that firing rockets at the enemy turrets won't always destroy them. Many times they can only be destroyed by another turret or a tank.

Bearing this in mind, head right as quickly as possible and cross the river. Head up to the front of the bunker, located in the top right, and get the turret to shoot at you. After a shot or two the door will fly off and after a few more shots the turret will blow itself up.

Click directly on the turret across the river and open fire on the jeep as soon as you can. Now get out of the area, across the river, and blow up the hut in the top left before splitting the team. Send one man down to shoot the sniper in the bottom left of the island and then get in the turret to blast its enemy counterpart.



Mission 14-1

From the start point on the crest of the cliff, target the rocker launcher below. Now move along the cliff top, past the bridge, to blow up the two turrets. Now go over the bridge and head for the helipad in the bottom left corner. Watch out for the mines on your approach and take the chopper back up the cliff tops and shoot everything and everyone to blast open the level.



Mission 14-2

Get in the jeep and prepare to play cat and mouse with an enemy chopper. You will have to circle each of the enemy turrets, one in the top left and two in the bottom right, until it either blows itself up or is hit by a stray rocket from the chopper.

The chopper will hound you for about 30 seconds but, as soon as it leaves you alone, dash over to the landing pad between the two bottom right hand turrets and blast it on the ground. Now you will be free to explore the level and shoot up the enemy huts scattered around.

Mission 15-1

Head to the left as soon as you start, watching out for any enemy soldiers lurking in the hedges. Go and pick up the chopper in the lower part of the right hand field but stay clear of the farmer as he can shoot you but



shooting him would result in mission failure. Fly over to the clearing on the left hand side of the river and land, watching out for the spring loaded booby traps that will await you. Drop one soldier off and take him into the tank so he can simply drive down the screen blasting the three turrets and the bunker.

Mission 15-2

Swim right from the small start island and shoot the camouflaged rocket launcher and the sheep in the centre of the next island from the shoreline. This sheep is an innocent casualty of war. However, the next sheep you meet, by the bridge,

will explode if you don't make outlets out of him (What is he, an enemy agent or something!). Now cross the bridge and head up to the top right hand corner to shoot the rocket launcher, destroying the hut on the way.

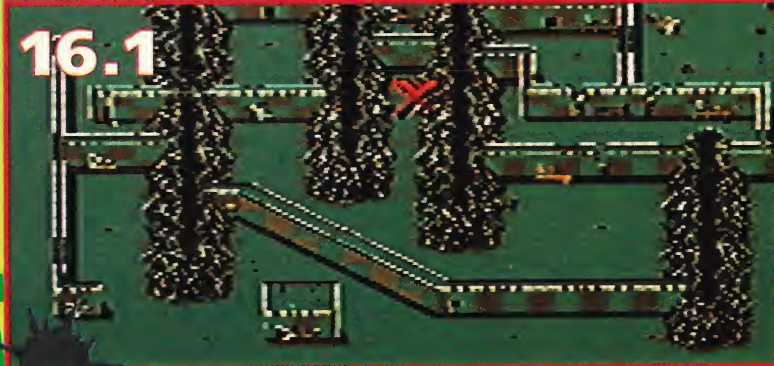
Get into the chopper and head back over to the original land mass, pounding the area with bombs before coming to rest in the clearing near the river bank.

Now you and your team must head to the turret and get in it. Simply blast everything away to end the phase.

Mission 15-3

Get into the chopper and land in the bottom left corner near the houses. Leave two trusted troops there before getting the rest of your band airborne. Now take two foot soldiers up to the turret above and hop in. Fire a shot at the enemy turret and quickly hop out again before enemy fire wrecks it.

Wander over to the turret on the central strand of land and destroy it with the turret. Now walk over the land bridge and stand by the side of the real bridge located to the North. From this point, the jeep can't get you but you can grenade it. That just leaves the hut in the extreme South and the tank in the extreme North to blast away. You can get to the tank by using the gun turret just to the left of the bridges on the second strip from the top.



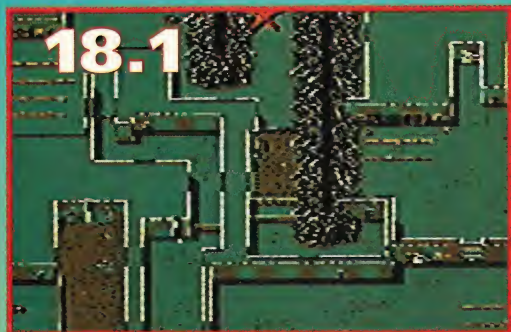
17

**Mission 17**

Blow the door of the house next to the start and cross the river near the bridge. Now head over the road and charge into the sniper in the bottom right hand corner before grabbing the tank and wrecking the hut to the left. Next, head up the road and blow away the barricade in order to shoot the launcher, the house and the hut in the top right corner.

Once everything is destroyed and all enemy troops are killed, a hostage will wander over to your tank. Head down to the bridge and get everybody bar one soldier out of the tank. Doing this means that if the tank gets blown up taking out the final turret, you will still be able to complete the mission and take the hostage to the Red Cross tent to the left.

18.1

**Mission 16-1**

This is the first underground level. Move down the central channel and take out the two rocket launchers on the left. Move around to the right and grenade the doors into the next compound. Send one man into the room in the top right to blast the launcher, but watch out for the hidden mines.

Send the other guy to get the extra grenades in the next room to the left, then link up and head down the right of the area. The two rocket launchers in the top and bottom left should now be knocked out, allowing you to climb the ladder into the final room and unleash a storm of lead on the enemy troops.

Mission 16-2

Move to the left from the start and swim across the slime. Climb the ladder before blowing the door in the central section. If you go to the top left you will see a well guarded four star general power-up, protected by a blast wall. You'll be seeing more of these guys, and the only way to get past them is to use four rockets or grenades on them so they drop down to the floor. In order to complete the phase fight your way over to the gun turret in the extreme right and blow the steel doors.

18.2

**Mission 18-1**

Send a single soldier without bombs to the gun turret on the left to destroy the enemy turret and the door. Take everyone over to the first blast door in the middle of the left side of the area, but beware of the mine just

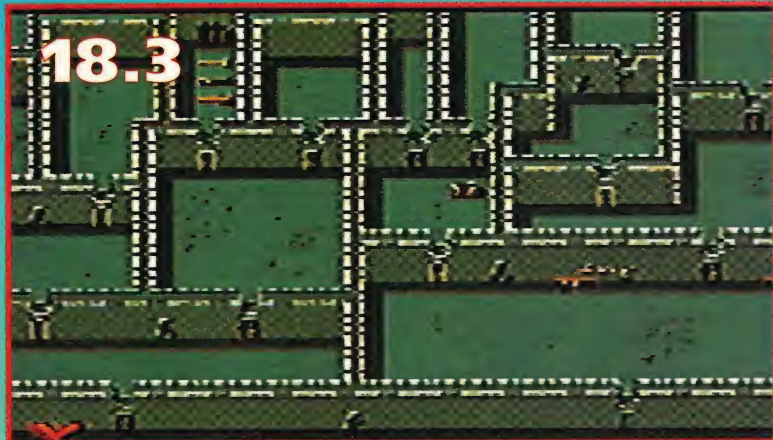
18.4



before it. Blow the door open, then position the squad just in front of it. Split off one man and put him in the turret to the right, so he can blast the door and the enemy turret.

Now go around to collect the extra rockets to the right of the turret. Regroup and blast away the next door found in the top of the block, so you can rescue the first hostage and gain more rockets. Travel to the right to find the slime pit. Pick up the next hostage and open the double set of blast doors. Send one troop over to the extreme right to fight his way to the turret and blow both doors at the top and bottom of the room. Let the single soldier carry on to

18.3



the next gun turret in the lower room and take out the final door. Once you have mopped up all the enemy foot soldiers, simply wheel the hostages in so they can gain attention at the Red Cross tent.

Mission 18-2

From the start, run up to the top of the map, either on foot or in the car, trying very carefully not to run any one over on the way. When you reach the top of the map, climb the stairway and begin to lob grenades over the wall to flatten most of the bad guys. Now send the boys into the turret to blast away the three bunkers to end a very simple level.

Mission 18-3

From your start point in the bottom left of the map you have to complete certain tasks in almost any order you want. In the top right corner of the area you will find three hostages that need to be taken to the Red Cross tent over in the top left. The simply way of doing this is to use the helicopter found to the right of the tent. More rockets can be located in the room between the chopper and the first aid tent and over in the extreme left room.

All around the compound you will come face to face with the enemy. The keep moving and take cover rules apply here. However, using all the experience you've already amassed, you should be able to thwart the Hun and head for the turret in the centre of the map. Blow that and

then head for the jeep, situated just below, and the sniper over in the right hand block. Destroy them as well.

Mission 18-4

Head over to the left from the start point and place one trusted man in the jeep. Now send him over to the right. Leap over the slime, hurtle through the Chicanes and jump the slime on the other side. Now gun down the guards, stop so the hostages can climb on board before making the return journey. Stop at the Red Cross tent to the right of the first river of slime to unload the hostages to safety.

Mission 18-5

Climb aboard the jeep and try to lure the tanks down to the bottom of the screen. Once they are there, drive up to the top left corner and park outside the first troop door. Blast the door to the right with grenades and take out the door inside. Now you can simply get to the chopper and complete the mission.

18.5





Mission 19

You will need three men left at the end of this mission in order to complete it so if you fall short of the personnel requirements, re-start the level.

From the start point, near the centre of the area, head straight up to the building at the very top and position your troops to the right. Split off two men and head to the right hand pile of junk, where they will come under fire from a jeep.

Now run towards the pile of junk and lob a grenade over to the other side and retreat very quickly, otherwise the jeep will either shoot you all or jump over the junk and flatten you. Guide these two guys over to the wall in the middle of the right edge of the compound and dodge the grenades hurled from the chopper.

After a while it will have to reload, so it will leave fly down to its landing bay to the south. Move down screen, keeping to the right to dodge the turret, and rocket the chopper while it's on the ground. Now head back up to the wall and stand on the white pressure pad in front of the door. Switch back to the rest of your crew and split one man off to stand on the other pressure pad. Now go down to the bottom left of the compound, via the building in the middle for cover. You will be under constant fire from the gun turrets, but as soon as you arrive at the third pad in the bottom left it will glow red and the helicopter will fly in to rescue you. Now blast everything in sight to end the mission successfully.

Mission 20-1

This phase is very straight forward. From the start, head to the South East to find the tank. Board it and take out the turret on the other side of the river over on the right. Head back towards the place where you found the tank to collect 50 rocks.

Now head back up to the start point to blow away the hut and complete the mission.



20.2

Mission 20-2

Another tank level, so hide your guys up the side of the house and put only one guy in the tank. Keep clicking on distant points to keep your tank moving swiftly, this will leave you free to blast the enemy as you travel. Drive around the buildings taking out the turrets and tanks. Once the small village is clear switch to your infantry and grenade the cottage surrounded by the hedge located just below the village. Now

head due south to take out the hut near the bottom left corner and then head directly right, cross the river and blow the next hut up.

Mission 20-3

From the start, in the bottom right corner, put one man in the helicopter and get airborne immediately. Fly straight over to the bottom left corner of the



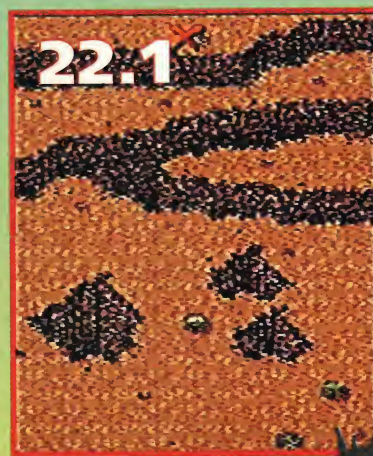
20.3



21

map and then up to meet the island and bomb the hut. Now go to the small island in the top right hand corner. Hover here and wait for the enemy chopper to come in to land. When it does bomb it and fly over to land next to the tank.

Board the tank and clear a path by blowing up the barricades to make a route to the hostage in the field. Now travel to the south of the road and take out the turret next to the house. Do this by going down to the site of the first hut you destroyed and firing across the water at the house. After you have blasted everything away, let the farmer out of his field and stay away from him until he staggers back to his farm house.



22.1

Mission 20-4

Put one man into the jeep and head down to the bottom of the island to flatten the sniper and take control of the gun turret. Now blast the enemy turret on the opposite bank and then blast the bunker. Collect the team and head across to the central island to meet the chopper. In



20.4

order to finish the level, clear the entire area of enemy troops. This is a lengthy process that basically involves shooting at everything until you are sure you have killed everyone.

Mission 21

Firstly, move right to dodge the mine at the beginning and then go hell for leather in a shooting frenzy. Constantly shoot and

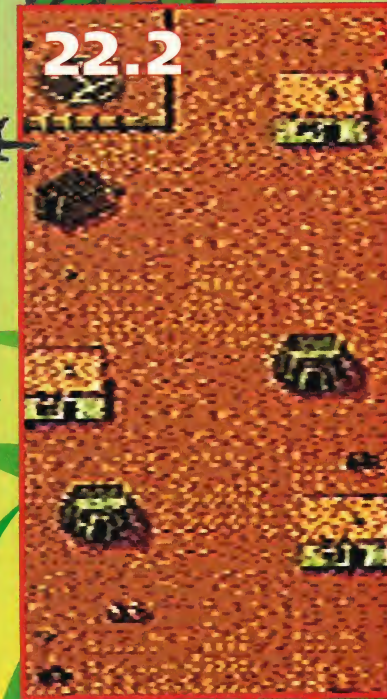
move to try to make it over to the turret. Simply grenade or rocket the turret being careful that you are not standing too close.

Mission 22-1

This is a very straightforward and simple level. Switch to rockets as you start and blast the turret directly opposite you. Now get into the chopper and fly around the whole of the area, blowing everything up and killing all the enemies. Rescue the hostages as you fly around and then take them to safety in order to complete the level.

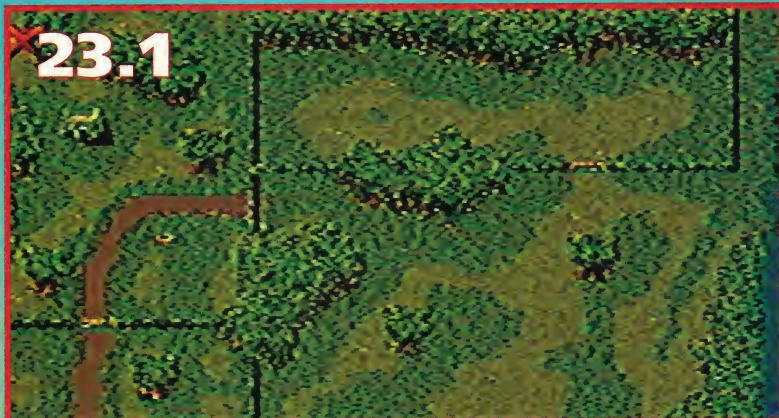
Mission 22-2

First blast the enemy chopper while it's on the ground, so get over to it quickly. As you start the game, switch to rockets, take out the fence and then blast away at the chopper.



22.2

22.3



Move down the map and take out the hut below the chopper compound with a grenade. Then pick up the extra grenades in the top left corner.

Bullets will be coming in from all directions so keep moving and

Mission 22-4

Now we have another race of sorts. If you can make it over to the helicopter before it takes off you'll live and beat the level. Keep moving at top speed and firing all around. This level is simple but will take a lot of practise to master.



snaking around the area firing constantly. Head on down to the bottom right corner, ignoring the extra ammo near to the bunker thus dodging the nasty booby trap. When you arrive in the bottom corner after a difficult route, grab the power ups in the corner to finish the level.

Mission 22-3

This is quite a fun level. You have to beat the enemy jeep to the other end of the map, otherwise it will flatten a civilian, so get in the jeep on the double, and race across the top. Get out at the first fence to grenade it. Jump over the second fence by hitting the rock at top speed and then use your last two bombs to blow the final fence. Now simply park at the turret, wait for the enemy vehicle and kill the enemy.

23.3



Mission 23-1

The first task is to get to the turret located halfway down on the left of the map. The problem is there are loads of mean enemies in the area

and the direct route is a definite no-no. Take the longer route by swooping around the trees at the top, and constantly move and fire until you reach cover. Now glide down to the turret, hop in and blast the bunker and the barricade on the road.

Directly below the turret at the bottom of the map is a chopper which should be your next goal. Board the chopper and use it to lure the tanks into shooting each other in the next field. Now fly over to the tank in the top right hand corner, destroy that and spend time picking off all the remaining troops to score a victory.

Mission 23-2

From the starting island head left to the central island and clear the area of enemy. Now send one man on a long swim to the group of

switch to rockets and take out the two choppers, before they take off. If you miss first time, beware of the exploding sheep (weird message!), get into the chopper and trail the offending enemy helicopter until it lands and then blast it away.

Mission 23-4

The first chopper is unarmed and guarded by a rocket launcher. Use it to get to the second chopper which is defended in the same way. Shoot the rocket launcher, get in the second chopper and then fly around killing the enemy wherever they are.

Mission 23-5

Booby traps are everywhere in this level so tread very carefully and look before you leap. From the start point,

23.4



islands in the bottom left corner, making a beeline for the smallest one. Jump into the turret and blast the enemy and leap out again before the turret gets hit by return fire.

Swim over to the bottom left island to pick up the chopper and take out the remaining turret and bunker in the top left island and the top right island before flying down to the bottom right island to blast the enemy chopper when it lands.

cross the water to the right and split one man off from the group. Send him up to the North of the island to grab the chopper and then set course for the bottom left hand corner island. Here you should be able to destroy two enemy choppers while they are on the ground. Now go to the right and blast both the turrets in order to finish the level.

23.5



Mission 23-3

The start island is in the centre of the map so immediately

Mission 24-1

Put one man in the tank to the right of the start and then take out all eight turrets in the compound. Simply keep moving and firing and you should avoid damage to the tank and complete the level quickly.



Mission 24-2

Although there are three choppers in this level only the one situated in the top right corner is armed with rockets. Assuming you survive the foot soldier fire fight at the beginning of the level, by running for cover and firing while moving, the walk up to the chopper will be easy. Watch all directions and toss grenades over the walls to blow up the enemy before then move out and try to intercept you. Now simply fly around the compound, shooting all foreign bodies until the enemy force is annihilated.

Mission 24-3

Put one man in the chopper but keep all the grenades with the rest of the posse. Send the crew as far forward as you can, keeping to the cover, then take the chopper up the screen. The mines, located in the last third of the area, will detonate as soon as you fly over them, and, if you are lucky, one of the enemy will lob a grenade at you and blast one or both of the doors. Otherwise, bring up the team and grenade the doors from the rocky outcrop in the centre, and finish off any survivors by landing the chopper on them.

Mission 24-4

Run up to the top right hand corner from the start point and place one man in the chopper. Now, the idea is to take out the four turrets in the central block which looks like a swastika.

If you fail, homing missiles will be launched and you will be toast! If you do have a couple of the suckers on tail, the keep moving rule applies more than ever.

Blow up the computer in the centre of the swastika, then take out all the doors, consoles and pretty much everything in your graceful fly-bys. The enemy chopper's landing zones are in the top left and bottom left of the map. Blast them as well in order to win through to the penultimate phase.

Mission 24-5

Whereas the homing missiles in the last phase were a bit of a drag, in this phase they're a disaster. If your chopper picks one up, give up and

the leader in the middle of the bottom block of walls. You can't mistake him, he has a flashing red light over him. Fly him back to the tent to finish the level.

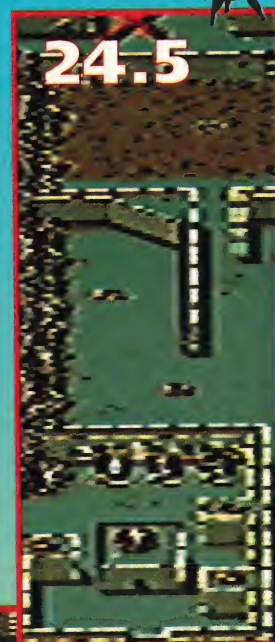
Mission 24-6

You only have about four minutes to finish the game before bombs blow up the entire compound and you die. Start off by lobbing grenades at the first set of doors, then go down the ladders, into the slime and head left. As the team passes the next set of ladders, split one man off and give all the explosives to



restart. Cross the water from the start and send one man to get the jeep over on the right. Now race past the two turrets, leading to the left and jump into the helicopter. Blast the turrets and sneak down the screen until you can see the next turret. Fire off some shots and back off. You need to use this technique for every turret, but each time you back off you can take out one of the doors in the top bank of the slime.

Once you have destroyed the remaining four turrets, pepper the area with rockets and then pick up

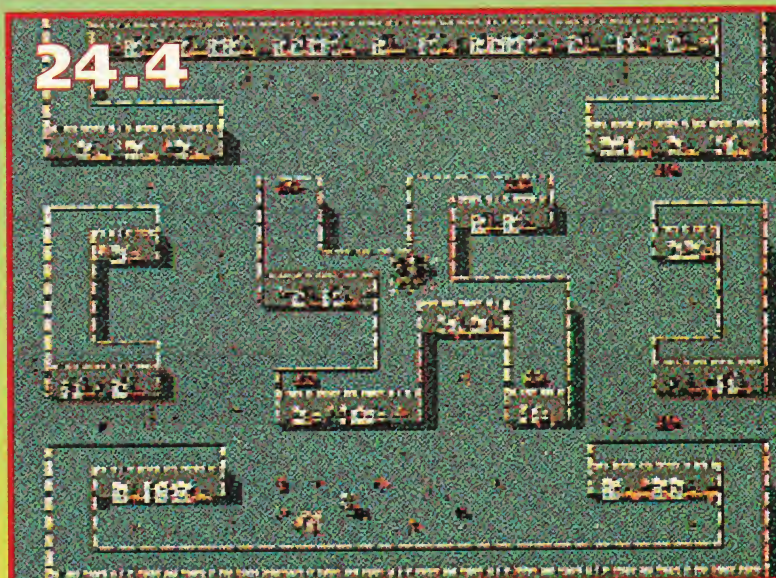


him. He has got to blast his way through to the pressure pad in the left hand room and stand on it.

While you are doing this, move the rest of the team to the middle and split them. Send two as far down as you can, and send the other two straight up, but keep to the right. As soon as the enemy turret on the left opens up on you it blows itself up. Head back and go to the right. Climb the ladder, get in the turret to the bot-

tom of the screen and blast the other turret, killing everything and then stand the team on the next pad located just above.

Now swim the other team over to the ladder but stop on the bottom rung and fire upwards, as the ladders are mined. When you get this lot on the final pad located in the top right of the room, it glows red and both your chopper and the enemy chopper will come over to you. You only have about 15 seconds or so left until the compound blows so there is no time to waste. Blow up the remaining doors and kill all the enemy soldiers



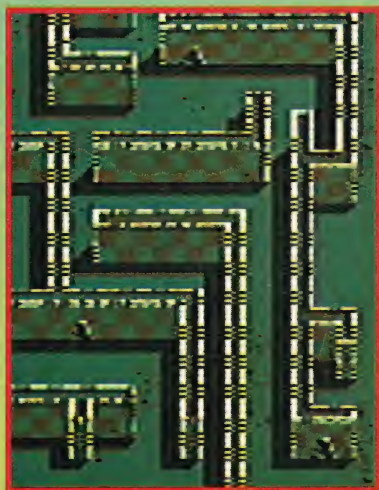
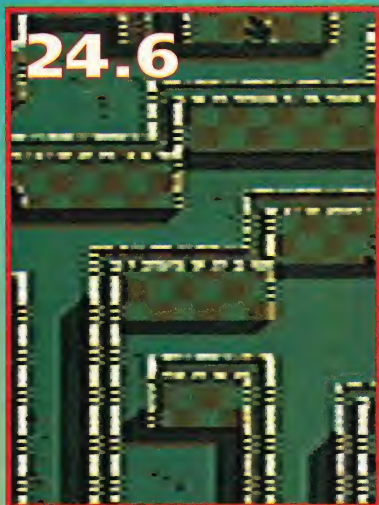
Cartridge supplied by:
VIRGIN,
Tel: (081) 960 2255

SUMMARY

GAME NAME: Cannon Fodder
TIME TO COMPLETE: 4 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 24
CHALLENGE RATING: Tough as old boots!

while the enemy chopper fires heat seeking missile at you. Keep moving and concentrate on your targets and you will win though in the end.

The missions are over and your boys can return to base for some well earned leave. As they disappear into the sunset in search of wine, women and song you can congratulate yourself on a job well done. The enemy has been slaughtered and the good guys can once again impose their own will on the world!



CONGRATULATIONS
YOU WIN

GENERAL HINTS AND TIPS

Apart from the obvious shoot the enemies tip you're sure to see in lesser, sadder mags, there are a few hints that apply to all the missions.

1. KEEP ON MOVING

The missions are filled with enemy soldiers ready to blow you away as soon as look at you. If you stand still too often and for too long you and your troops are sitting ducks, so don't make it easy for them. The enemy fire comes from any position on or off the screen so keep on the move and there will be less chance of getting picked off straight away.

Try to make your movements fluid. By doing this you're free to shoot around you in any direction. With this in mind click the movement icon well ahead of your position so the troops know where to go and can get there with the minimum of fuss. Think well ahead when moving your regiment. When they reach a given point be ready to click elsewhere to keep them moving.

2. I SURRENDER

If you're halfway through a conflict and, for whatever reason, it doesn't seem likely you'll be able to complete the mission simply give up. Surrender yourself to the enemy and your remaining men will live to fight another day.

There isn't a never ending supply of new recruits, so take it easy with the few good men at your disposal.

3. RUN FOR COVER

In most of the missions there is a lot of trees, bushes and rocks scattered around the terrain. Use them as cover to protect your men from the enemy's line of fire, as well as positions for throwing grenades at the enemies. The higher your men get promoted, which is dependent on how many missions they survive, the better they can fight. They will be able to lob grenades further and more accurately, so diving for cover not only becomes the best way to dodge bullets but also becomes one of the most important tactics in the game for blowing up the enemies.

4. TARGETS

In most missions the most important targets are the buildings and huts producing enemy troops. You can shoot as many foot soldiers as you like but if the huts are intact the soldiers will keep coming. Make buildings your prime targets, keeping grenades and rockets reserved for them, while picking off ground troops with machine gun fire.

5. RIVER CROSSING

When moving through stretches of deep water, you will be unable to fire or lob grenades. This does tend to make you an easy target if you cross at the wrong section with the enemy all around. Before attempting a water crossing move the arrow around the area to see if the enemy are in place. If they are not you can normally cross without danger. However, if you cross without taking a good look, you will be fired upon.

6 BOOBY TRAPS

There are three main booby traps to avoid:

- A. Trip wires — These are usually very easy to see as they are silver or black lines across a pathway. In order to pass safely simply stand well back and blow the trap away.
- B. Mines — These are usually covered over by grass or soil so they appear as bulges that are very easy to spot, if you're keeping your eyes peeled. Again, shoot them before moving on.
- C. Spears — These nasty traps are quite difficult to spot and they could be placed anywhere. They're also deadly when activated, walk into one and see your men impaled on them in extreme agony. There is no sure fire way to trip these hideous surprises but if you tread carefully around them it's possible to pass without setting the spring off. If a man is impaled on one you will have to be a true grit leader and shoot the unfortunate bloke to put him out of his misery.

7. CONTROLLING VEHICLES

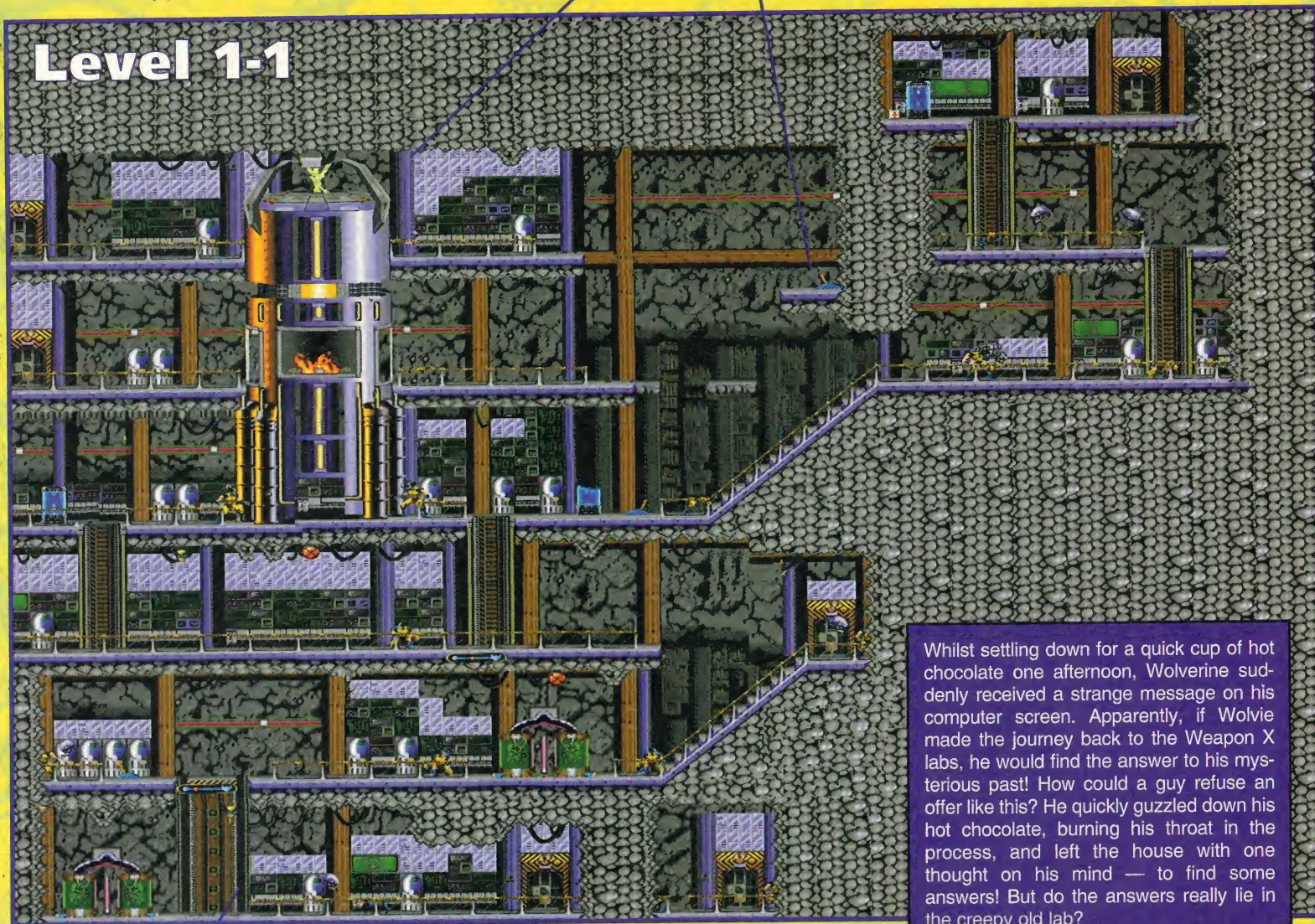
Control vehicles like tanks, helicopters, skidoos and jeeps by guiding your men on board and then controlling the movements in a similar way to controlling the foot soldiers. When clicking to move always place the arrow at a distant point to make the vehicle move faster. This also allows you to shoot in all directions as you move. Make shorter movement routes when dodging around an obstacle.



Time your movement carefully when you try to get past this electric charge. Now leap over the gap as far as you can, you should just make it onto the far ledge!

Flick this switch to open the door below you. Now prepare yourself for a bit of a fight with a robotic dog!

Level 1-1



This is where you start your adventure. Watch out for the floating security android that instantly attacks you and then deal with the armed scientist waiting a little further on. Switch the lever on the ground to call down the lift, and then hit it again to make it go back up. Easy!

Whilst settling down for a quick cup of hot chocolate one afternoon, Wolverine suddenly received a strange message on his computer screen. Apparently, if Wolvie made the journey back to the Weapon X labs, he would find the answer to his mysterious past! How could a guy refuse an offer like this? He quickly guzzled down his hot chocolate, burning his throat in the process, and left the house with one thought on his mind — to find some answers! But do the answers really lie in the creepy old lab?

Marvel's very own anti-hero has finally been given his own game, thanks to our chums at Acclaim! Seven levels of platform-related fun await you, blending the traditional platform elements with a fair old smattering of martial arts. What a combination! Of course, by no means is this an easy game to complete, so thank your lucky stars you have a players' guide to help you along.

You want to know the plot of the game?

Well, for too long, Wolvie's past has remained a mystery, until now, that is. The chap with the claws is journeying back to the place where it all began: The Weapon X labs! It's a tough game to play, but if you're bowin' down, then let SEGA XS do the cuttin' for ya!

**MEGA
DRIVE**

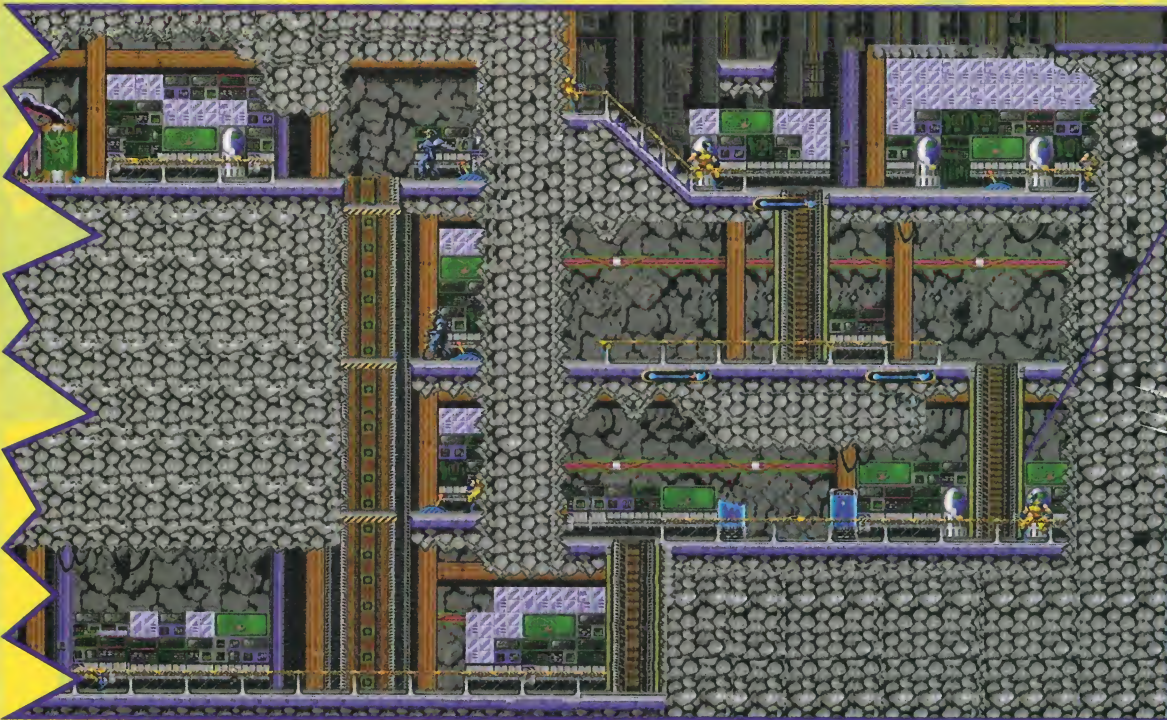
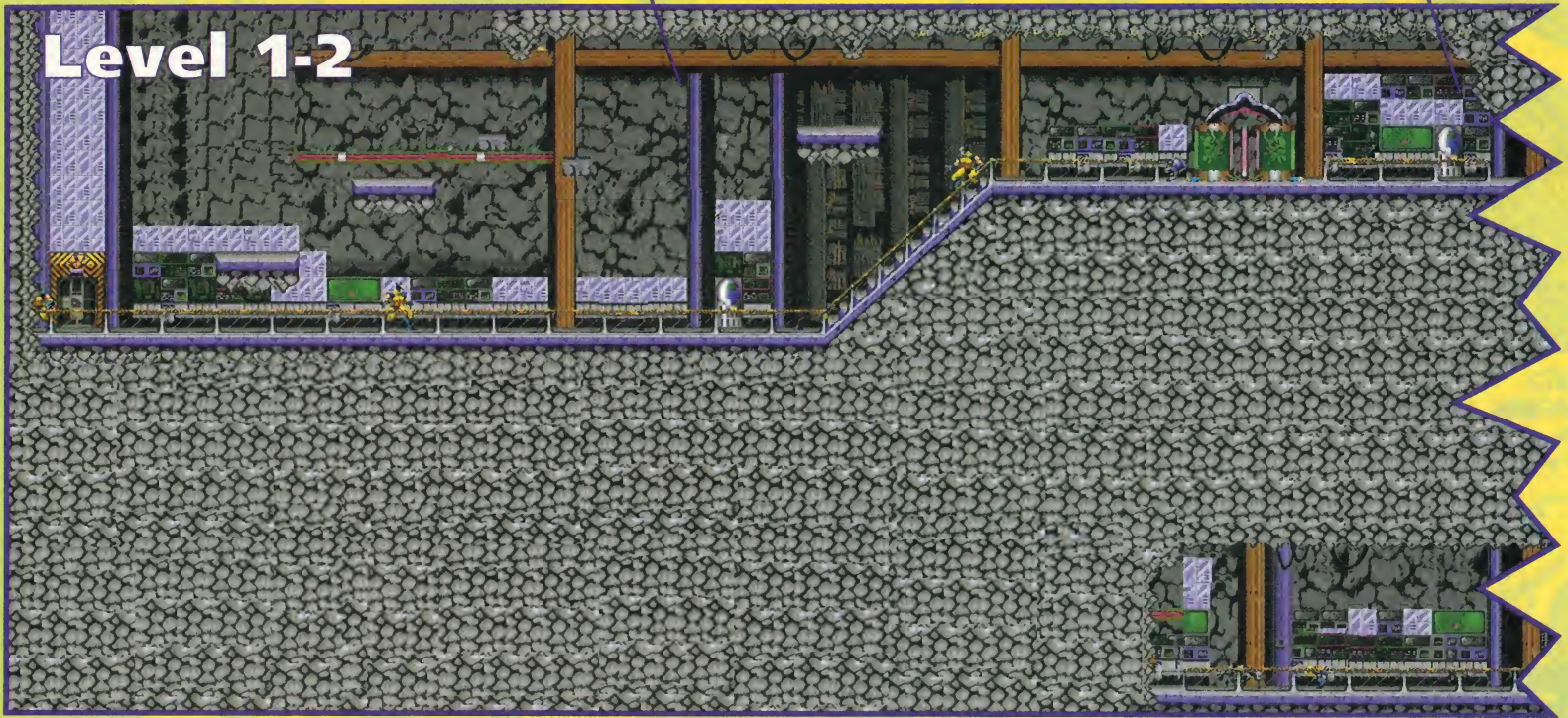
ACCLAIM • CLAW-'EM-UP!

WOLVERINE

Once you jump on these platforms they crumble away to nothing, so be quick about it or you'll have to jump on them all over again.

Keep an eye out for those pesky security droids. They have a habit of suddenly appearing when you least expect it!

Level 1-2



While you climb up the ladder, make sure that no-one shoots at you.



Guardian

There are two guardians in this first level. To kill the first robot one, simply jump up at him and continually slash away. As for the big gun, all you have to do is aim your attacks at the middle of the huge weapon. Hurrah, roll on Level Two!



This thin layer of ice will collapse when you step on it, so get those running feet ready!

You will slid down into the caves once you reach this section - don't worry, it's supposed to happen!

Level 2-1

Professor X offers to help Wolverine out in his hour of need, but being as stubborn as they come, Wolvie declines. After finding no joy in the Weapon X labs, the next place Wolverine decides to explore is in the harsh, snowy desert, otherwise known as Dead Man's Land! Can even a mutant with claws and a healing ability survive this experience? One thing's for sure, not only will there be trouble in the high grounds, but also more problems than a man can handle in the caves below. The enemies are lining up, but only you can decide what the outcome will be. Are you ready? Well, have you brought your flask of chicken soup and a spare jumper? Hey, you're ready all right, just don't forget to unsheathe your claws!

This guy has a gun, so be prepared to move in quickly and take the fat, dozy chap out cold and fast, eh?

Level 2-2

An extra energy boost is yours, if you want it. Just don't hang around admiring your work!

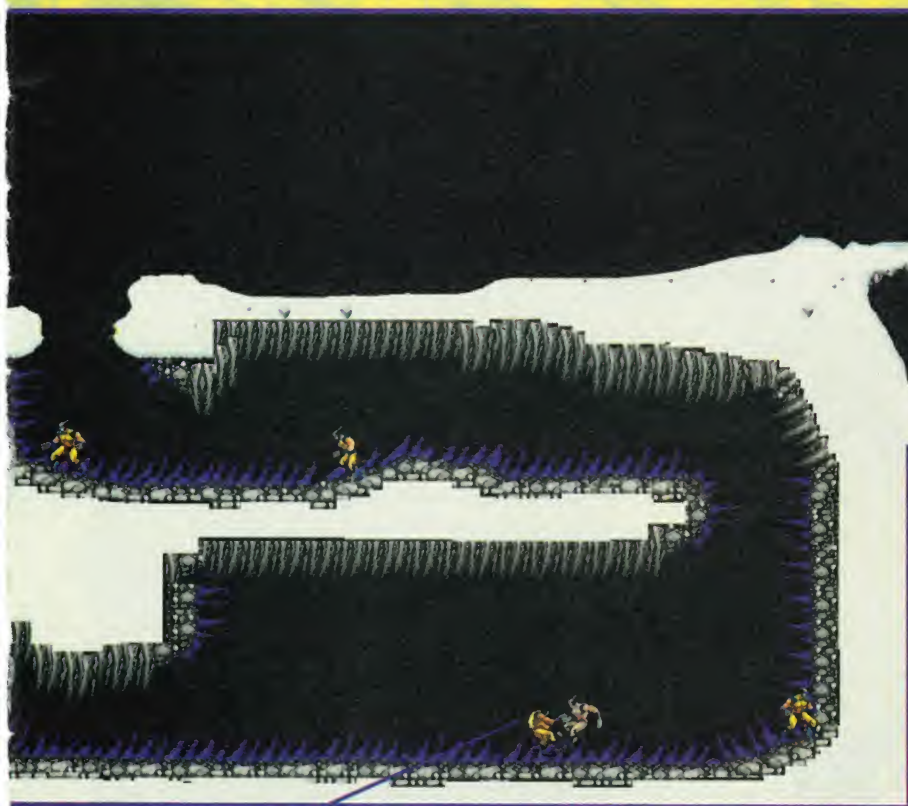
Nothing much to see or do in this section, so just keep on running.

Use your claws to scale up this wall-surface, but look out for those pesky bats!



Beware of the bats that flutter around you here. You can kill them with your claws if you want.

Keep your eyes peeled for more robot guards – they will normally pop up around here without much warning.



Guardian

When fighting the helicopter, choose from one of the four weak points and then continually aim your attacks there. To defeat the lurker, slide into him and then claw the furry monster.



Albert, the android Wolverine, is a tough opponent to defeat – the best advice is to keep on jumping and sliding all over the place to make life for him as hard as possible.

When you jump onto this platform, the Canadian Ninja will start to attack you almost the instant you land. Watch out for it!

Scale the trees in this level by sinking your claws into the bark and then scaling up the sides — all in a day's work really.

Level 3



After managing to cross the Dead Man's Land alive, Wolverine finds himself lost in the Canadian forest. Lady Deathstrike finds out about this and immediately goes there with a trusty band of the Hand's Ninja Assassins. Sabertooth, Wolverine's sworn enemy, also makes the trip. Poor old Wolvie, eh? Little does he know of the dangers that await him! For this level, he must battle his way through the Canadian forest and at the end of it, hopefully he'll learn of who lured him into this death trap. Explore around the forest, keeping an eye out for the ninjas all the time. Just before the end of the level, you'll find yourself having to jump onto invisible platforms. This is not only tricky, but very annoying as well. It's really a matter of luck if you manage to get past this.



One final jump to make before you have to face Cyber...

After defeating Deathstrike, Sabertooth and the Canadian branch of the Hand, Wolverine manages to learn that it is Shinobi Shaw who is responsible for all of this. He also learns that Shaw is currently located at the Inner Circle, in the centre of New York. As he begins his journey there, he comes across Cyber, the Adamantium-skinned supervillain. Cyber wants to kill both Wolverine and Shinobi Shaw, and so leaps at the chance to deal with Wolverine the moment he sees him. He manages to drug Wolvie, sending him into a bizarre world of hallucinations and nightmares. If he ever hopes to see the light of day again, Wolverine must battle his way out of this and defeat Cyber at the end of the level. You're going to need all of your skill to get out of this one... alive!

Level 4



Tiny martians and Sabertooths will jump out of these holes at you, so look out for them mate!

When you jump up here, make sure you don't get pushed off by the huge spike that continually moves in and out.

Having trashed Shinobi Shaw's home, Wolverine pursues the villain down into the dungeons below New York. Wolvie finds himself in a complex maze of hooks and chains, but somewhere among this mess is Shinobi Shaw. Can the little guy find him, or will he become forever lost and trapped in this foul, tainted pit of filth, disease and debauchery that they call... New York? Your task for this level is to track down Shaw and destroy his Doomsday Robot. This won't be easy, though, because Shaw has laid out an intricate series of traps especially for you. My what a kind guy he is!

The lasers will take pot-shots at you as you climb up these steps.

Level 5.1



Level 6

Tricky little things, these circle saws. Its best not to touch them, really! Jump over them and keep heading on your way.

It is possible to dig your claws into these chains and then scale up or down them. So there is the simple answer to the question, how do I get past this?

Avoid the last laser, and then make your way through the exit just to the right. Hurrah!



Don't try break dancing with these guys, killing them is much more your thing, Wolvie!



Wolverine finally makes it into the Inner Circle, but the question is: can he find that villain, Shinobi Shaw? This is the encounter that Wolverine has been waiting for, but has the little guy got what it takes to back up his feelings? You betcha! Things aren't totally going his way, though, because Shaw's army of robot guards and henchmen are all up against him...

Level 5.2



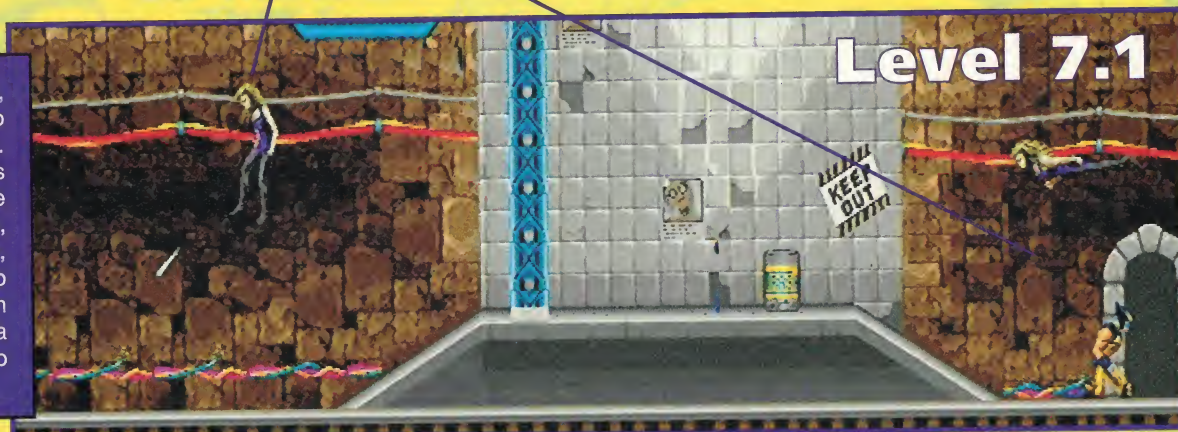
This is the exit to the level, once you've got here you can take a well deserved breather!

Flick this switch to open the door on the far left.

An evil, smelly Morlock. Dodge her energy blasts and run past her if you can. If not... well just kill 'er!

Make your way to this door and then push up to go through it.

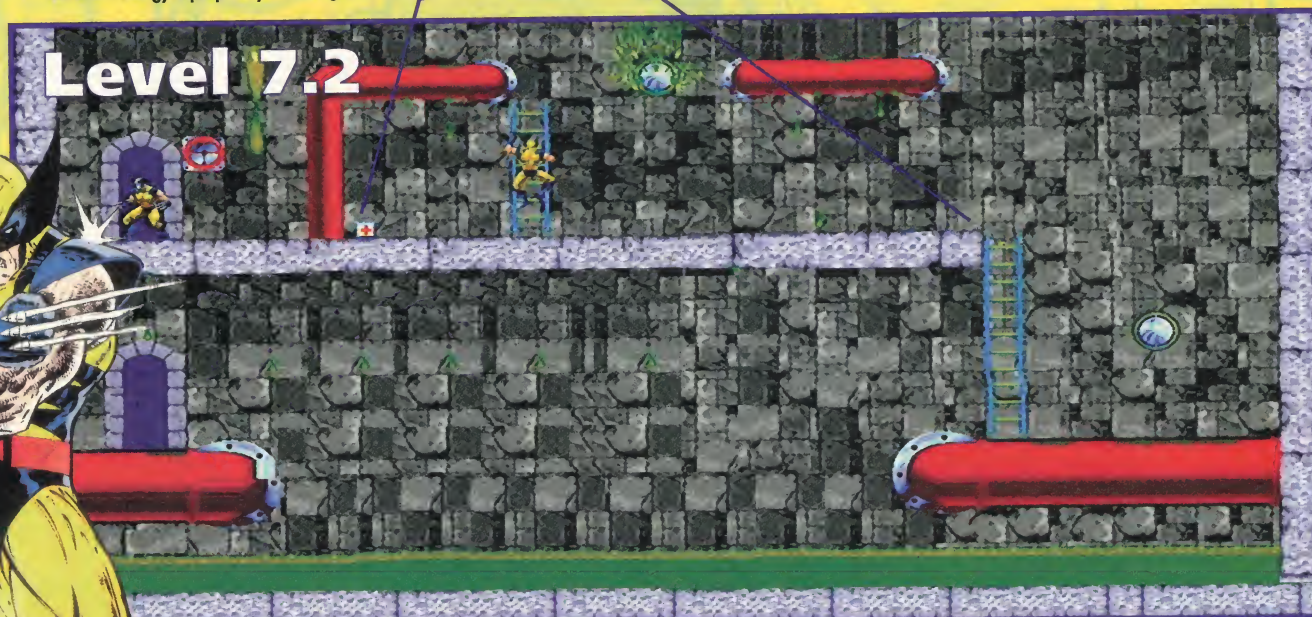
In the sewers beneath New York, things are hotting up slightly (not to mention smelling a bit as well!). Wolverine has got more trouble on his plate than maybe even he can handle – Morlocks, Crocodiles, toxic rivers, sewer pipes, leaking toxic waste, Bloodscream and Fitzroy. I have to tell you, this is more trouble than I can handle, but then again, I'm not a mutant with a healing ability and two sets of claws, am I?



Level 7.1

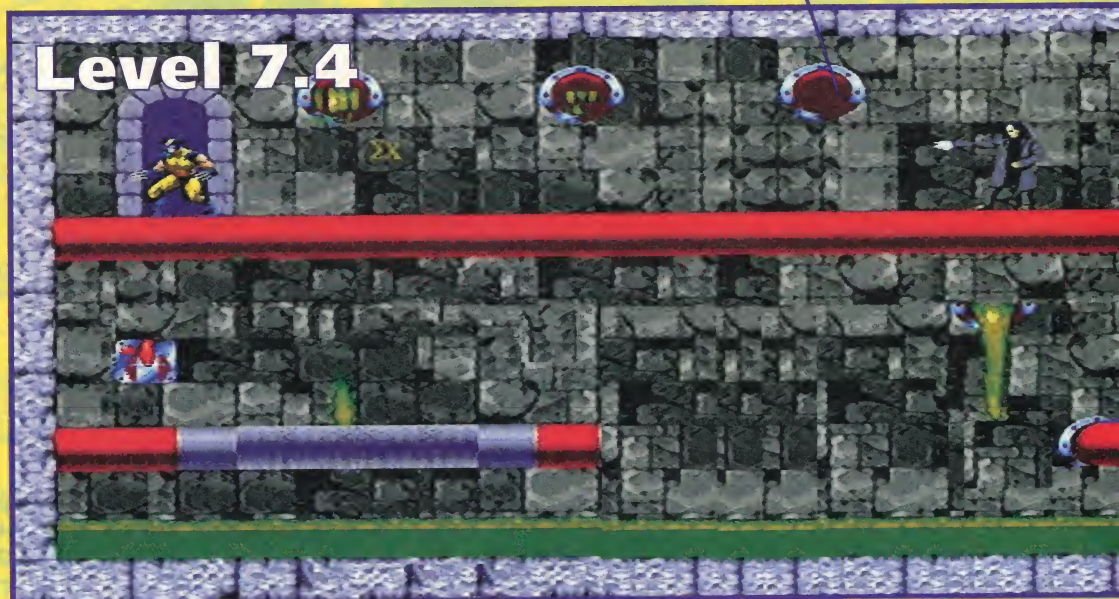
An extra energy top-up for you, sir, right HERE!

Climb down this ladder and keep an eye out for any mutants who may be waiting for you at the bottom. Yipes!

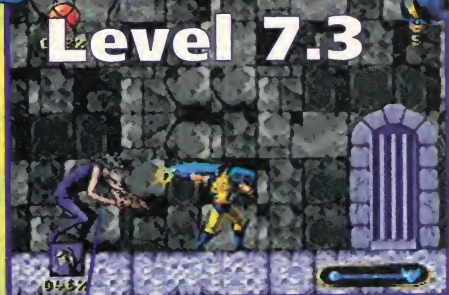


Level 7.2

Time your movement in between these sewage containers, otherwise you'll be sorry...



Level 7.4

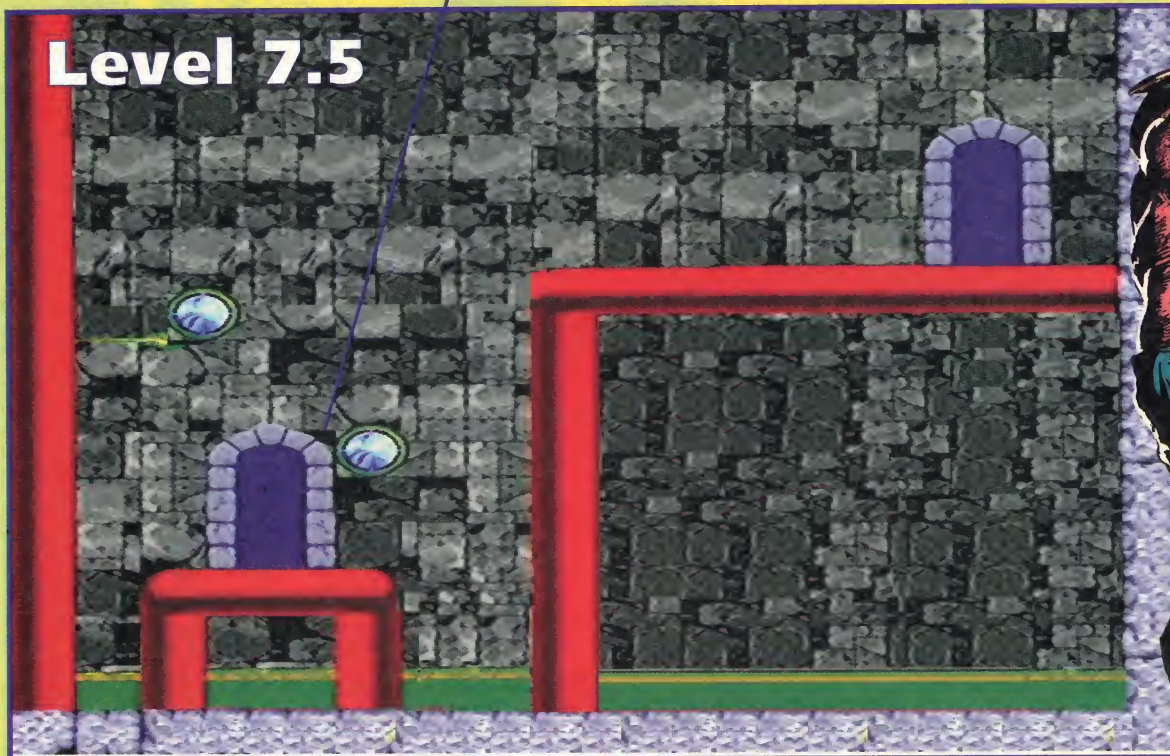


Level 7.3

This monster is a bit tricky to say the least, but continue to furiously pound away at him and he'll be doomed.

A short level, simply make your way up to the door on the right to exit.

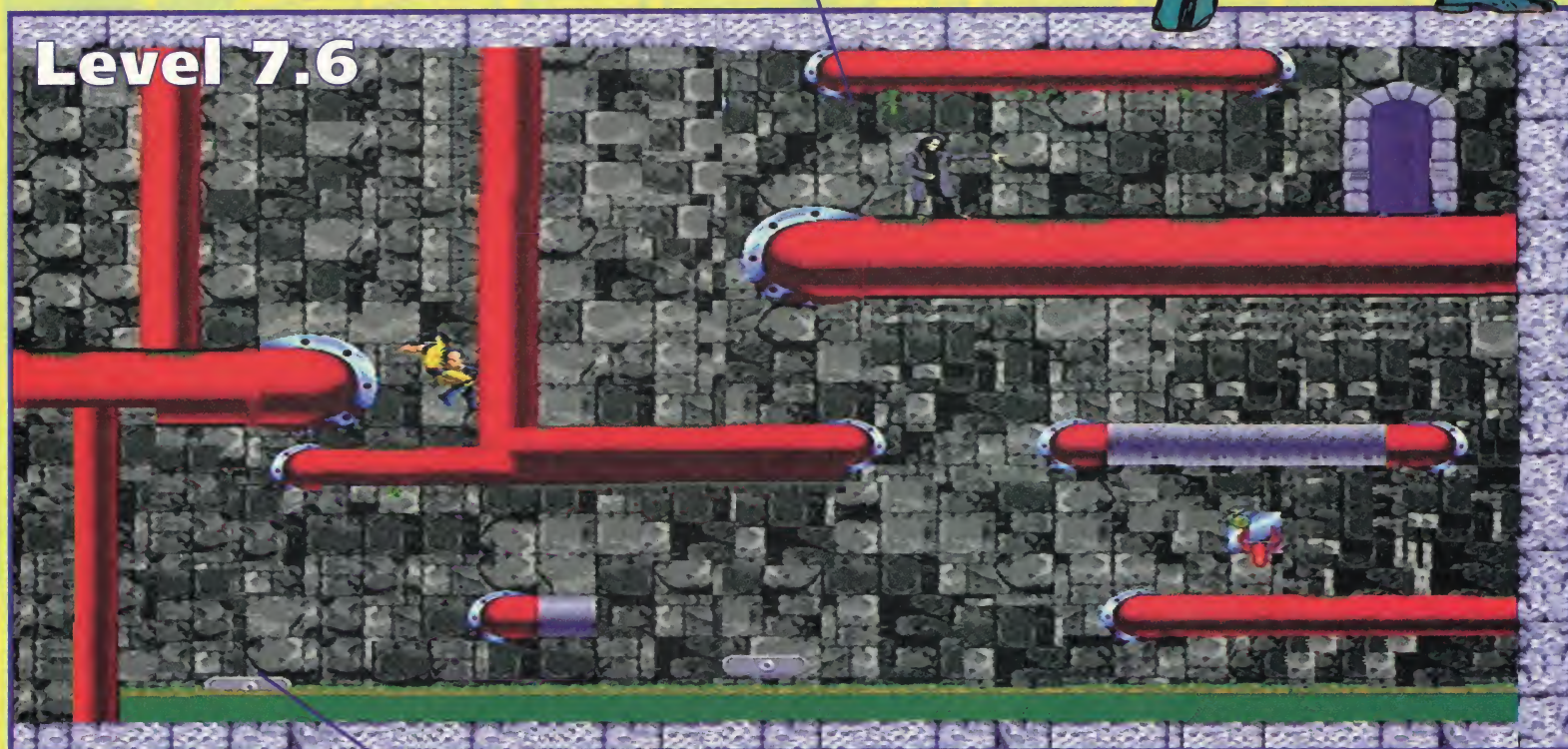
Level 7.5



This Morlock has got a gun, he's got long hair, he's fat, and he's probably very dim. That's four good reasons to kill him!



Level 7.6



Jump onto these floating platforms to reach higher ground.

SUMMARY

GAME NAME: WOLVERINE
TIME TO COMPLETE: 3 Weeks
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 7
CHALLENGE RATING: Very Hard

Cartridge supplied by:
ACCLAIM
Tel: (071) 344 5000

AN X-CITING X-TRAVEGANZA!

WIN the X-MEN on video

In association with the top video publisher PolyGram, SEGA XS are asking you a wacky X-Men question to celebrate the dawn of 1995.

What do you think Wolverine's New Year's resolution is?

Wolverine, the X-Man at the centre of the new Mega Drive game from Acclaim, is turning over a new leaf for the New Year, he's decided to change the way he lives. However, he's having trouble making up his mind what to do. This is where you come in. Help Wolverine overcome his dilemma by suggesting a New Year's resolution for the fanged one to follow.

If we think your answer is funny, silly, clever or over the top, you stand a good chance of winning one of the five copies of the X-Men video, certificate PG.

So get thinking, write your answer in the space provided and send it into us.

Entries to arrive by 16 February and the editor's decision is final.

My New Year's resolution is.....



THE PRIZES

5 lucky and correct entries will receive:-
1 copy of the PolyGram Video of the X-Men, with stories entitled *Enter Magneto & Deadly Reunions*.

THE VIDEO PLOT

As the X-Men struggle to expose the sinister plot to register and exterminate all mutants, they find themselves battling the most menacing mutant of all time: Magneto! Professor Xavier joins Cyclops, Rogue, Storm and the Rest of the X-Men in a desperate fight to halt Magneto's anti-human reign of chaos and destruction. It's non-stop action from start to finish and it's all yours if you enter our great competition!

X MEN COMPETITION

Name.....
Age.....
Address.....
.....
.....

Postcode.....
Tel no.....
The console I own is.....
Please print a solution for.....
.....

Fill in the appropriate speech bubble on this coupon and send it to *X men compo*, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 16 February and the editor's decision is final.

EARTHWORM JIM



Yo people, my name is Jim and this is the story of the worm that turned! Thanks to those amazing fellows at SEGA XS, you will be able to follow my adventures and guide me through the toughest of levels with ease. This first of a two part solution is totally exclusive to SEGA XS so you need not dig around in the dirt any longer! One word of warning though, the early bird catches the worm, so make sure you're armed to the hilt and ready to take out the feather-brained sucker!

NEW JUNK CITY

Level 1

Welcome to the first level where Junk makes up the platforms and Blackbirds are the enemies. All along the level, you will be dogged by the Junkyard beasts, so always be prepared to let them taste your whip or blast them with your laser gun. Do not rush the level either, take time to explore and pick up all the bonuses, but if you really are in a hurry, simply take the toilet short cut to the end of the level. Then flush the loo to go straight through!

Jump down to this toilet to discover a warp to the end of the level.

Jump, shoot or whip the hanging fridge so that it drops down, hits the plank and launches the cow. Now continue to the right.

Use your whip to grab hold of the Moose's antlers. You will fall down a hole that will lead you to a feast of extra bonuses and the final guardian. If you wish to plough on the hard way, you can find a continue below.

You will now need to jump up and swing on this chain to guide yourself over the sharp spikes below. First of all though, make sure the coast is clear by shooting the dogs and whipping the crows.

Keep weaving left and right in order to dodge the random objects as they fly down the large conveyor belt. Once at the top, jump to the right and continue down the zig zag slope.

Just below this ledge is an ammo top up, collect that and keep heading up and right to fight the mini-boss. He looks like a dust-bin straight out of 3-2-1 with Ted Rodgers!



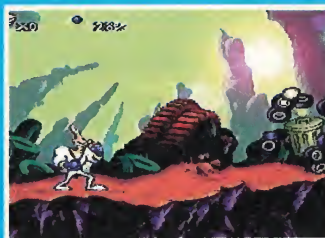
Here is where you will end up if you use the Moose's warp. Grab the bonuses and continue to the right. You are near to the guardian now.



CHUCK & FIFI

Keep moving to dodge the falling tubas. Blast away at the bin until it starts to fire anvils. If you keep up the assault, it will stop shooting and charge at you. Quickly jump over the bin and shoot in from behind as it passes. Repeat the process until it explodes.

Now for the big boy. Whip the crates onto the spring on the right to hit Chuck. Once you've hit him he will vomit fish. Stand to the right to avoid them, but watch out for the stuff falling from the sky. Six crates will finish him off and if you need help, leap for the sky!



This is where you will end up if you warp from the toilet above the start of the level. Grab the mega-blasts and walk right.

WHAT THE HECK?

Brace yourself this is a real tough level! Falling spikes, floors of fire and snapping mouths of doom are just some of the deadly obstacles that hinder your progress on this level. Nifty use of the whip and quick thinking movements are required, and the two guardians will do their utmost to stop you dead in your tracks. Watch out for the strange enemies in this phase, like the mad accountant and the awesome mega-mouths. If you make it through this level you will be asking yourself, what the heck was that all about!



As the crystals move up the gap, jump from one to the other to dodge the jets of flame that shoot out of the rock.

Do not forget to grab this continue restart point. You must hang off the edge of the ledge above in order to avoid the spikes.

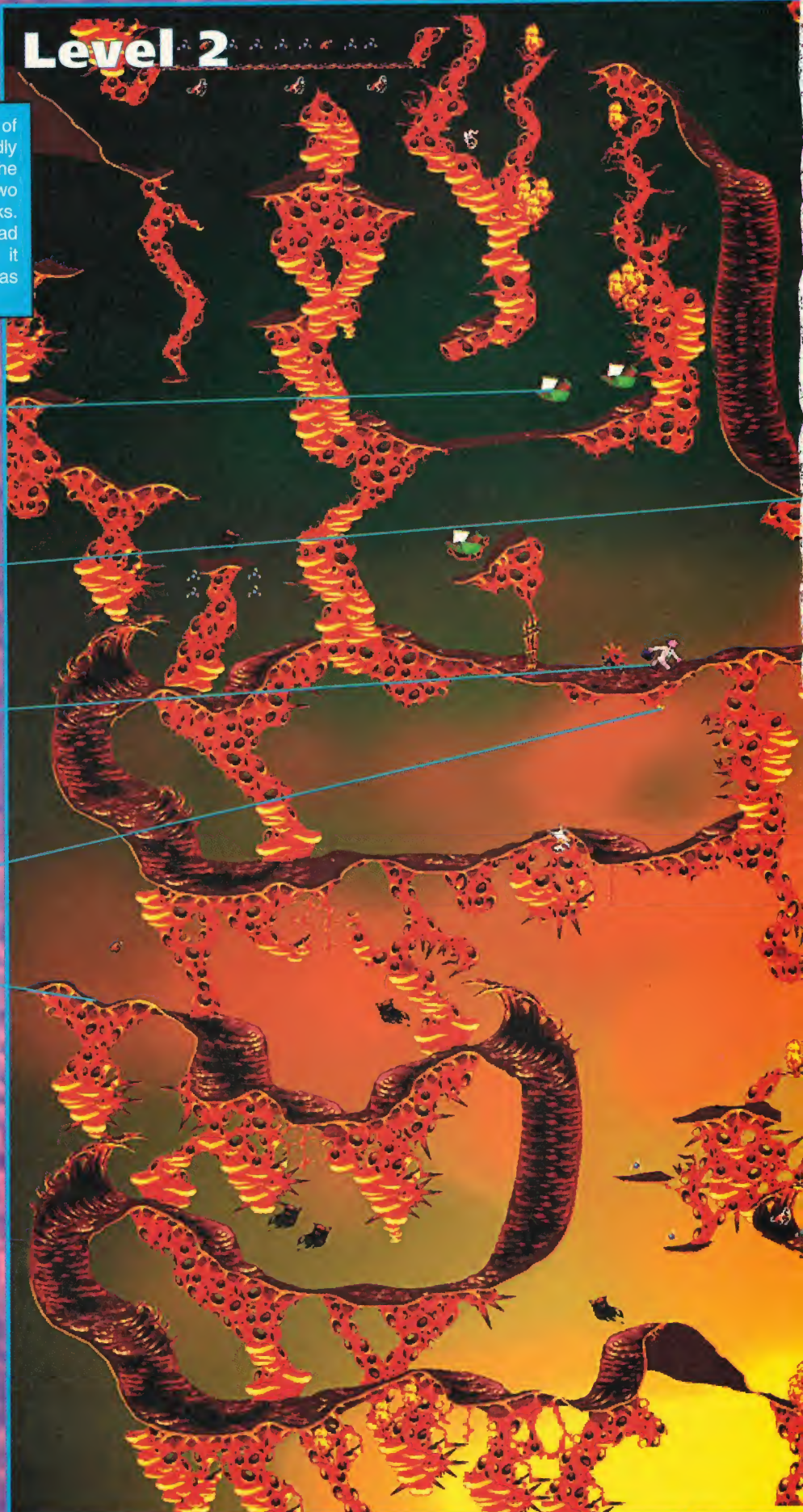
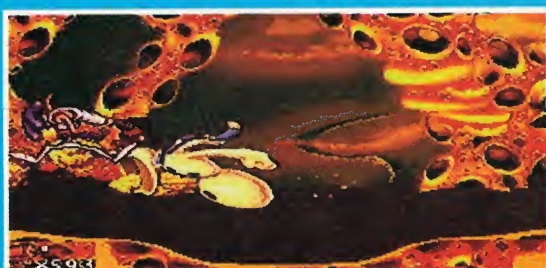
Whip the nasty accountant and then finish him off with gun shots. After that, walk to the left and stand on the crystal to be warped to the Snowman guardian.

After you defeat the snowman, jump up, catch the hook with your whip and swing to the right to collect the extra life and more ammo.

This is the start point, so get on your guard straight away.

FROSTY

Keep moving around the screen and whenever the Snowman jumps out of the ground, whip him before he breathes flames at you. Ten lashes of the whip should be enough to dispose of him and you will be warped back to the site of your fight with the accountant to finish the rest of the level.



Edge through this section slowly blasting the mouths and collecting the energy by hanging onto the edge of the plinths.

Hop onto this green crystal to be transported to the second guardian, the Evil Cat.



EVIL THE CAT

After the cat steals your suit, he will blast you with his cannon. Jump over the flames until the rock on the right hand side has melted.

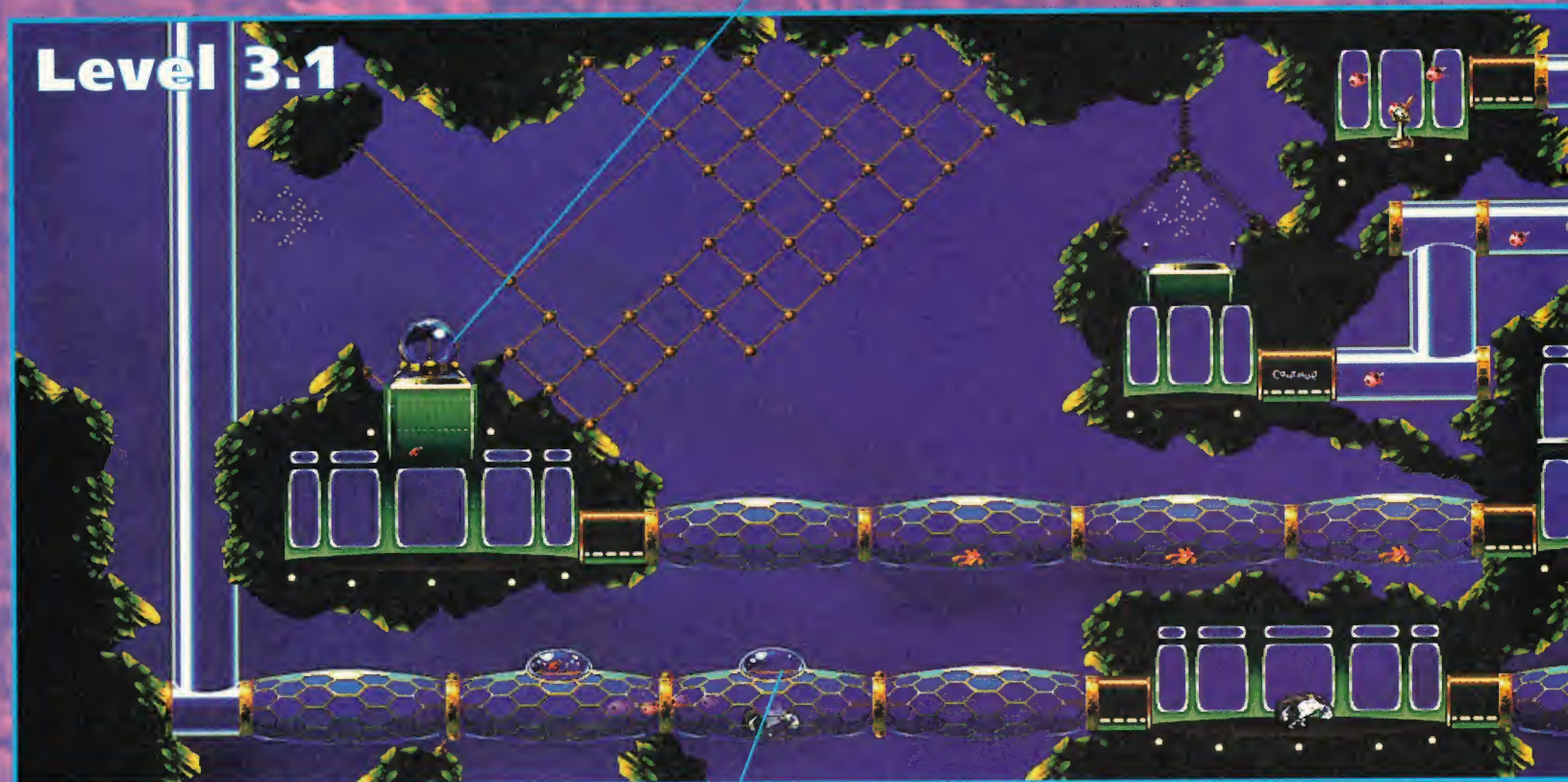
When Evil the Cat appears again, blast him with your gun and then jump over the flames which come from either side of the screen. Nine times will be enough to exhaust this feline's supply of lives.



Run in the opposite way to the way the gem is spinning to stay on and then let yourself be carried all the way to the top. If you leap to the left halfway up you can get the extra life in the rocks.

Flames will be following close behind at this point, so jump as soon as you reach the bottom of the slide.

DOWN THE TUBES

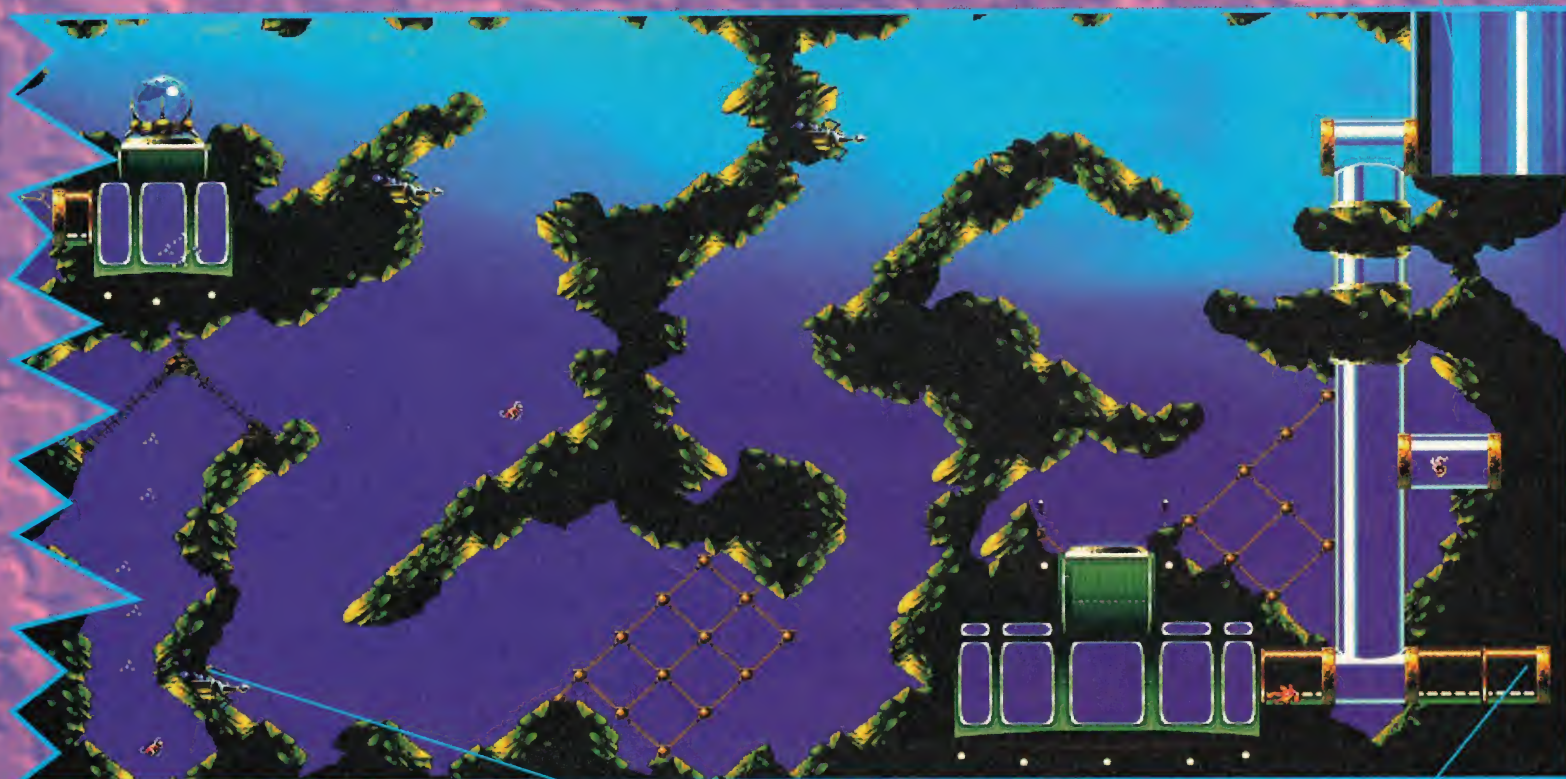


This, the first submarine adventure, is only a short trip, so see if you can pick up a few bonuses

Level 3.1

To avoid being punched around the level, grab hold of the bars in these alcoves above you and press Up. When they have passed, jump down and continue right.

No sign of a boss yet!! Surely there must be some sort of vicious aqua monster at the end of the level? Hop onto your rocket and prepare yourself for more.

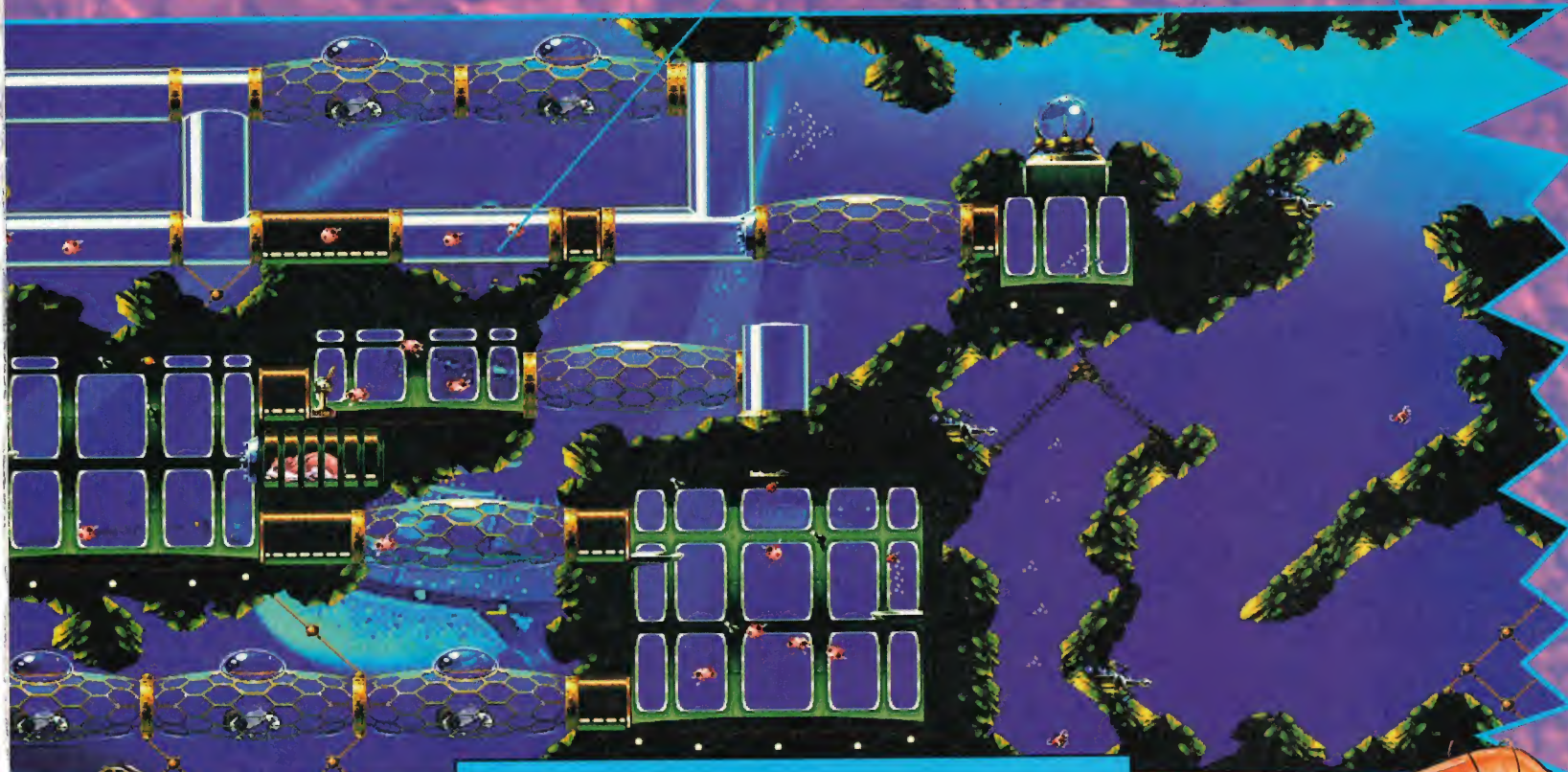


Hooking up to these power points will give you some extra time so whenever you see one make the most of it and you should make it to the end.

If you want an easy extra life, run to this point here and then jump up to get the extra life in the tube above you.

An excellent blasting section this bit. Just run to the right and keep firing. When you reach the end of the corridor, go up, pull the switch and enter the submarine.

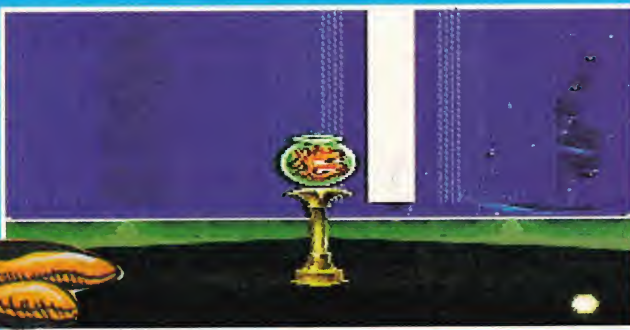
This run in the sub is not so easy as the others. Try to stay calm. If you don't hit the sides you can make it through by linking up to the extra time units.



Bob the goldfish knows that Earthworm Jim's super suit could make him ruler of the world. Maybe even the universe! Controlling the drone cats minions in his underwater lair, Bob will use his servants to find you wherever you hide. In this level a blend of hamster riding and submarine piloting skills are required to work your way through the underwater home of Bob. You'll have to flick a few switches and be swift to take action when attacked so keep your wits about you. Don't let the size of Bob's kitten guards fool you, they're as powerful as the cats!

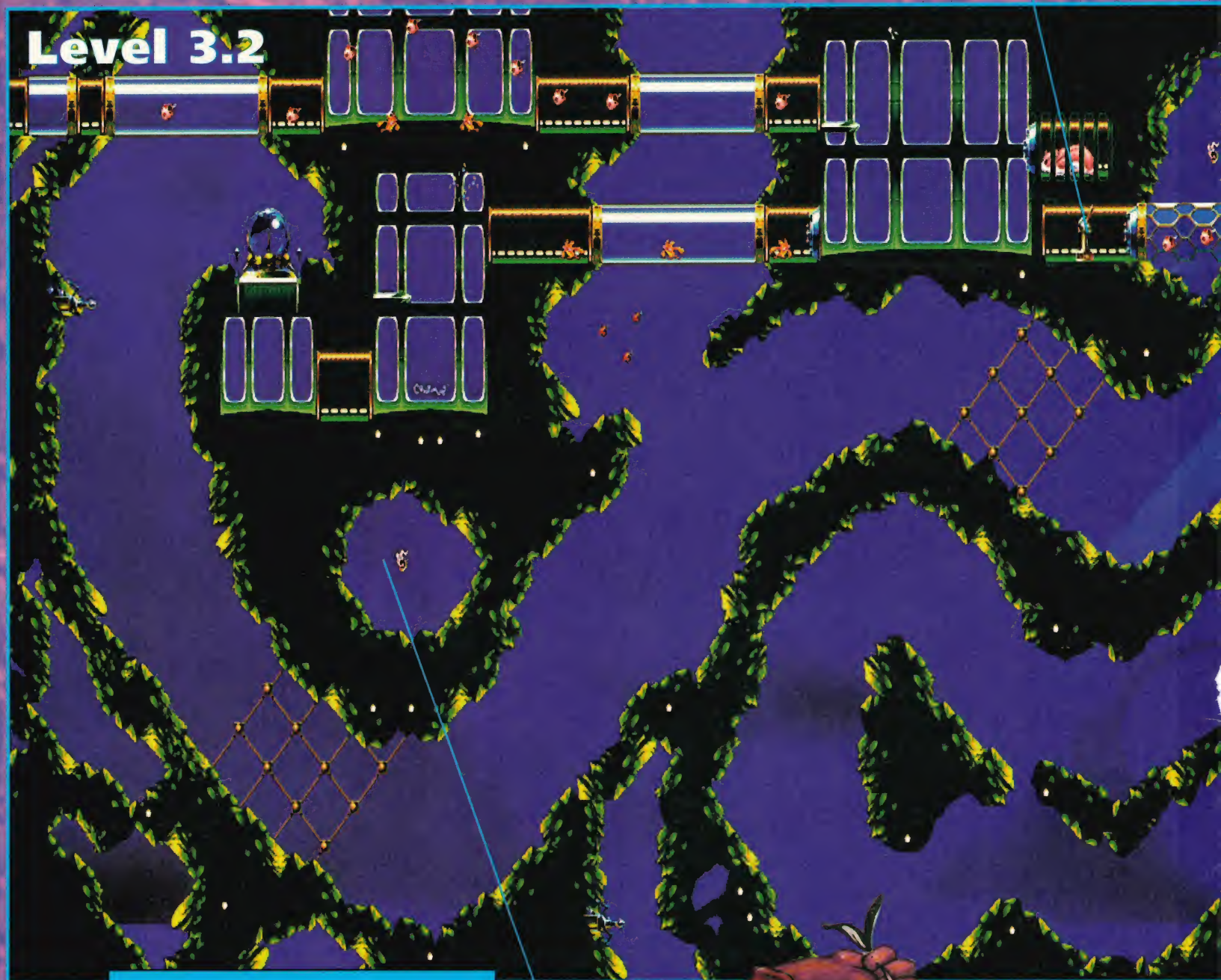
BOB

Bob is a goldfish, lets face it. At the end of the Tube race level you will have to face him in a deadly one to one situation but do not worry. Do not even worry, Bob may be a whizz in the water but he is the only boss in the history of the world to kill himself by falling off the table, before you have a chance to do it yourself — what a weird guy!



DOWN THE TUBES

Pull the switch and the hamster will once again be free. Keep pressing the whipping button to snap away at the little creatures who throw you.



This is the second part of the battle against Bob which you must undertake. The majority of this level is taken up with a rather hectic race against time. In 100 seconds or less, you must pilot the submarine through some very twisty caverns and then dock in order to face the fishy Bob himself.

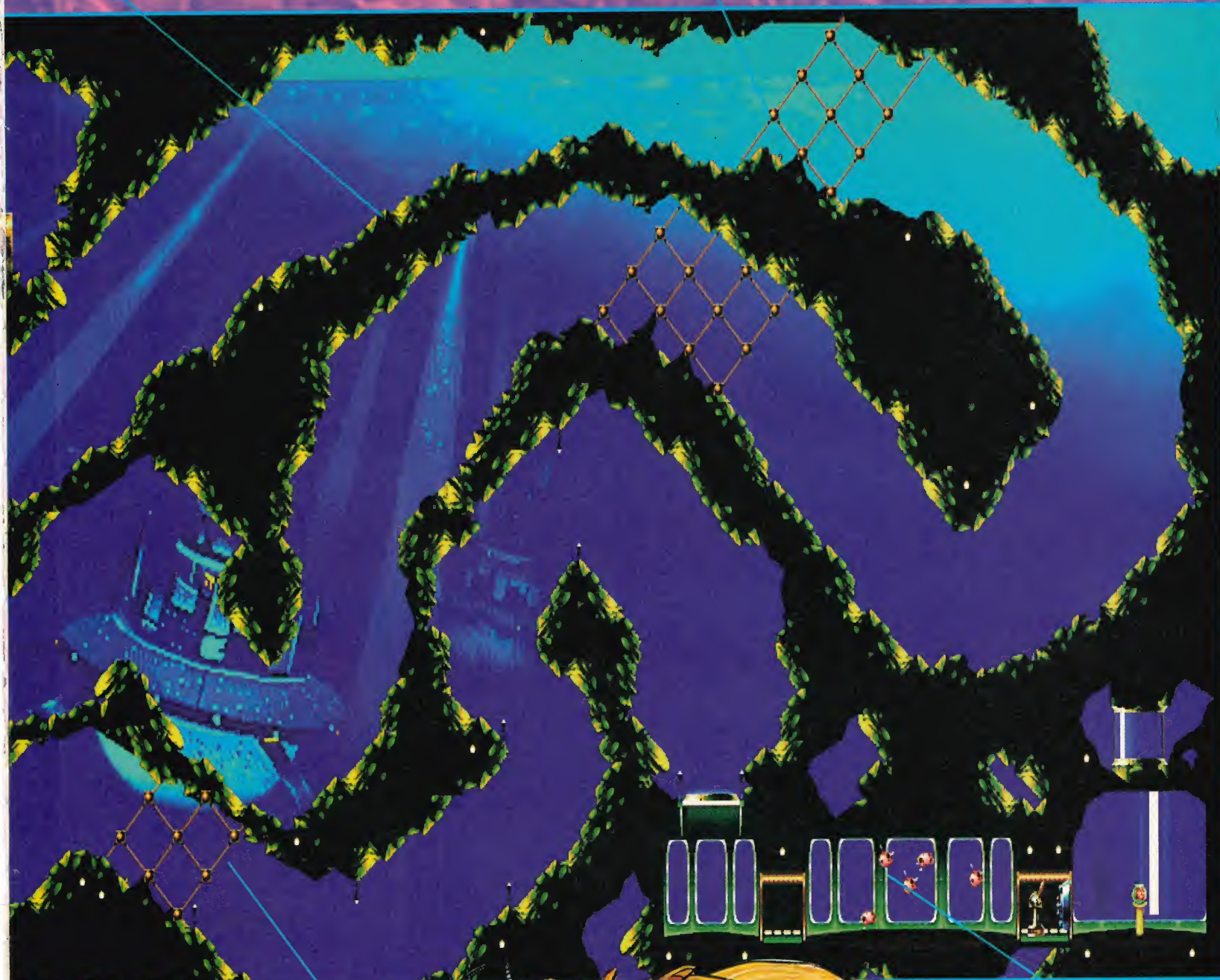
When you first get into the submarine at the start of the game, you only have 30 seconds. However, plugging into the waterway on the left of the area will give you 100 seconds to do the level in.

Don't forget to collect this extra life through the wall. While you're at it, why not try to get to the secret power point below and extend your time allowance?



Be aware of the rugged terrain and steer well away from the rocky walls. If you crash into them you will not only waste time but you will evidently damage the sub.

As you reach this net you should be concentrating on making it around to the bottom of the turn in the quickest possible time. You really don't want to be hanging around.



If you can reach this point with about 15 seconds or more left on the clock then you are laughing. The main thing to remember now is dodge the walls!

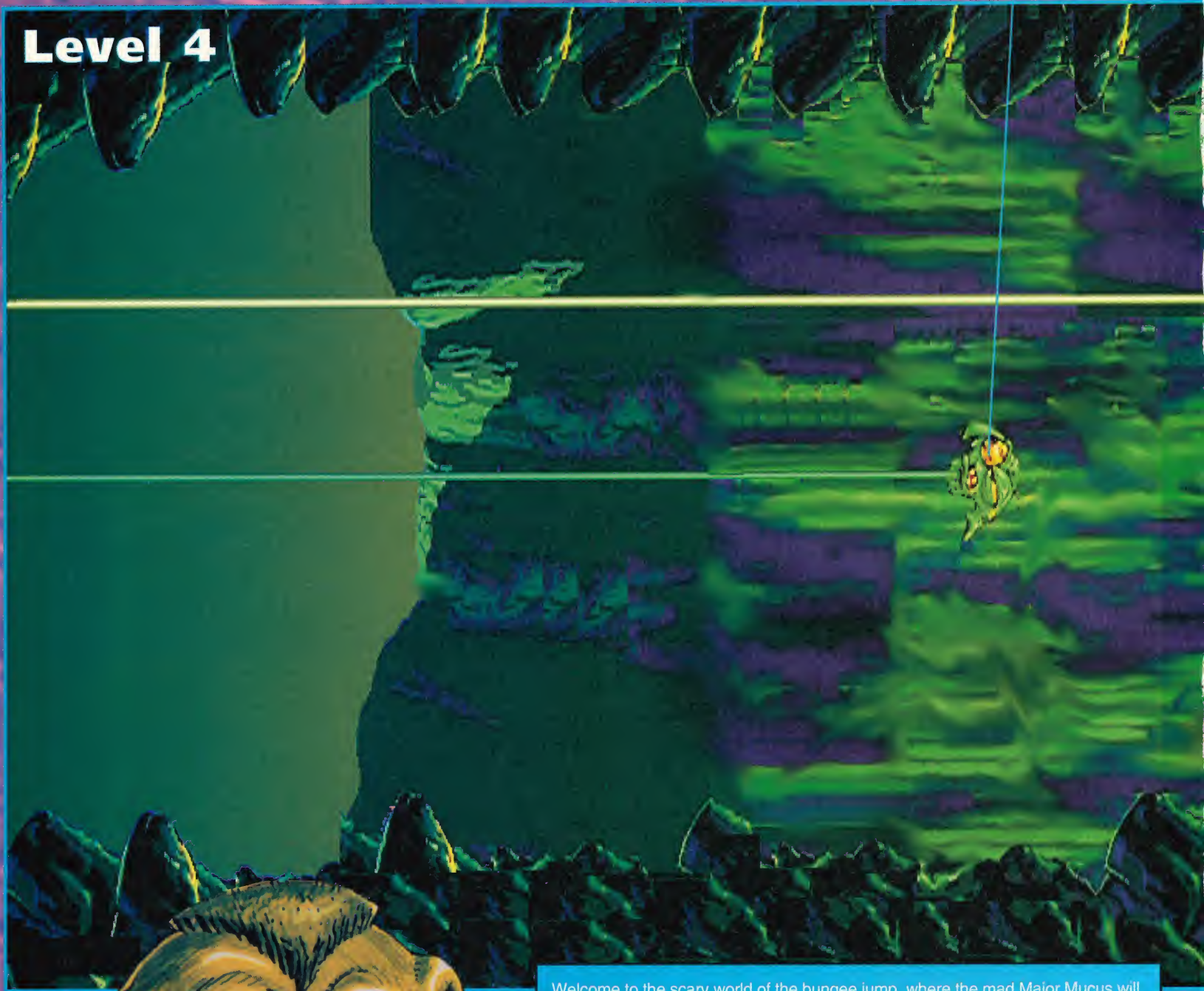
Once you have left the vehicle, run to the right, shooting as you go, then watch Bob fall onto the floor and smash his bowl. This fish is an idiot and no mistake!



SNOT A PROBLEM

Try to knock the Major around a bit and give as good as you get. If you can weaken his bungee rope, he will fall prey to the evils lurking in the green pool of horrors below.

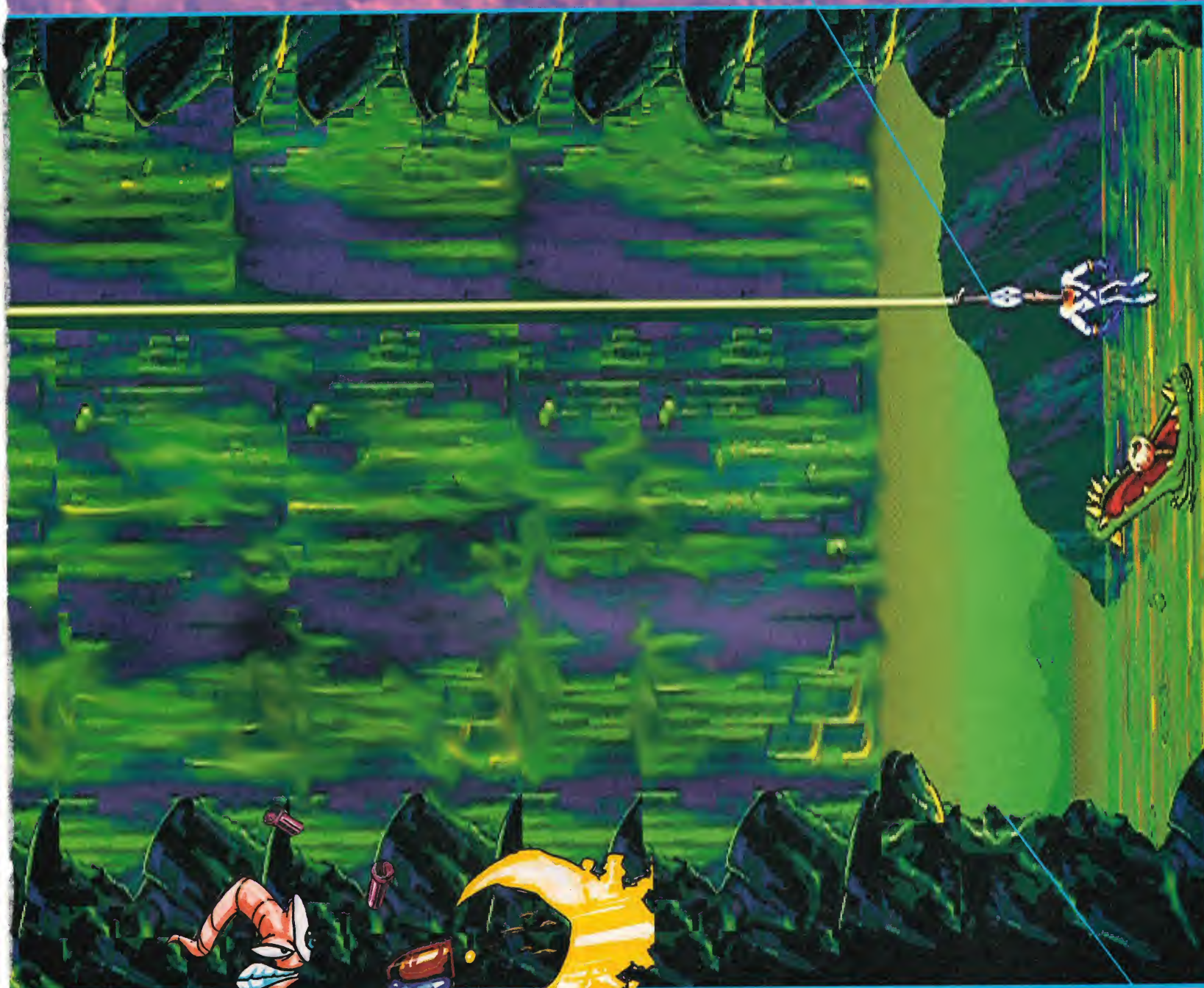
Level 4



Welcome to the scary world of the bungee jump, where the mad Major Mucus will be trying to bash you into the walls of the cavern as your rope gets thinner and thinner and you head towards the pool of snot at the bottom where Mucus Phlegm Brain is waiting to gobble you up. The Major will stop at nothing to get your super suit, no evil trick will be beneath him so what you must do is try to weaken the Major's rope before he sends you crashing to the slime pool below. Then you must recover from your vertigo and slay the snot brain himself. Now you're half way through the game the lads at SEGA XS are going to let you play the next few levels to get as much practice as possible before we return with the second and final thrilling installment of our solution to *Earthworm Jim*.

CONT. NEXT MONTH

Don't just hang around, do something! While your rope is at it's longest point, start shooting the Brain in the slime, so that you can blast him away before he swallows you whole!

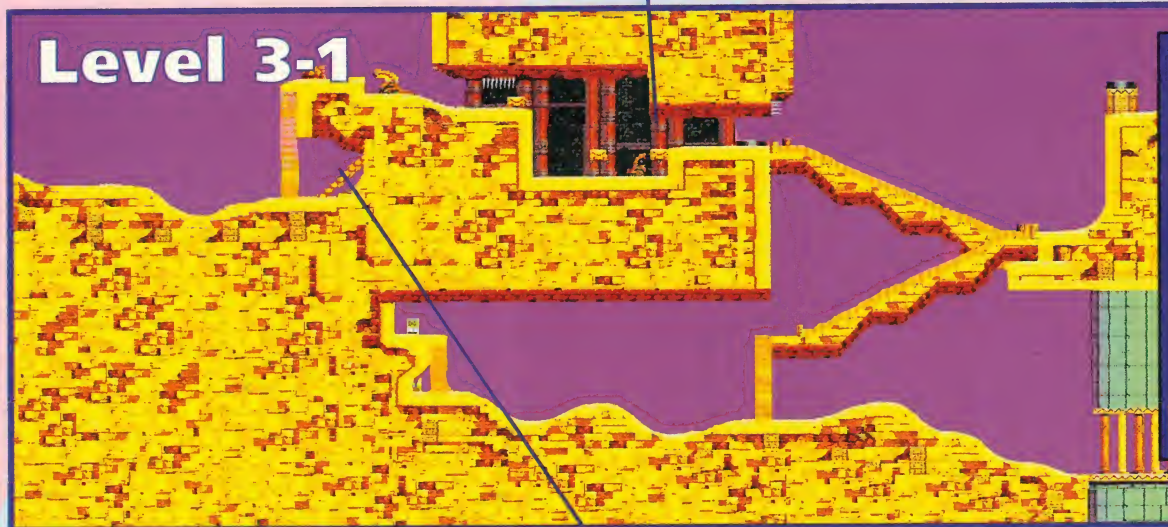


Try to stay well away from the cavern walls as your energy will soon sap away if you get cut up too often on the sharp edges of the rocky terrain.



SANDOPOLIS

Level 3-1



These pillars will rise up from the ground.. Outside in the open, this is not much to worry about, but in a confined space, you may find yourself crushed.

It's time to become a desert hedgehog and take on the traps and trials of the aztec ruins. Watch out for those swinging scorpion tails. There are plenty of spikes to jump and more than a few ways to get crushed. Power ups may help you on your way but most importantly, make sure you have at least one ring up your blue sleeve, or any little knock will make you a dead hedgehog. Mud slides and quicksand will take some getting used to but as long as you don't get too carried away with the speed of the game, everything is fairly straightforward and linear.

Run at full pelt into this springy net and you will be thrown into the mud 'waterfall'. By jumping, you can propel Sonic against the flow until you are on the higher ledge, just like a spawning Salmon.

Either push this block onto the cogs in mid air and ride it or jump into the quick sand and jump your way sluggishly through the quick sand to the platform. The first way is difficult but the second is more risky. A big blue sandworm lives in the gunge.



Use this device to swing down to the lower chamber and grab the power up. Alternatively, forget the power up and stand on the collapsing platform below, prepare for a mud bath and some frantic jumping action to survive.

Careful of this Scorpion, as its sting can lash out quite a distance. Wait till it is facing the opposite direction before you make a break for it.

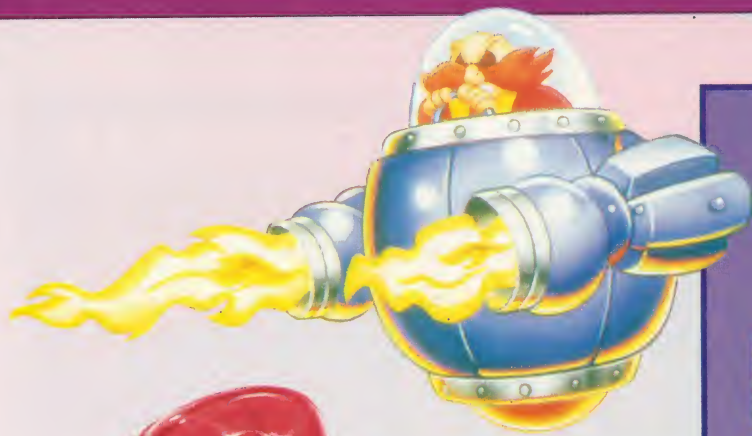


He's blue, he's bad and he's back! Sonic the Hedgehog storms onto the pages of SEGA XS once again in the second installment of the one and only *Sonic and Knuckles* solution. This month we expose routes through the four acts spanning Sandopolis and Lava Reef. Two enormous, colourful but treacherous levels. As ever, Badniks await to trip you up at every turn and you need a keen sense of timing to keep the rodent alive. With these maps you can at least be ready for the worst and give your hedgehog and his red mate more than a fighting chance.

**MEGA
DRIVE**

SEGA ● PLATFORMER

SONIC & KNUCKLES

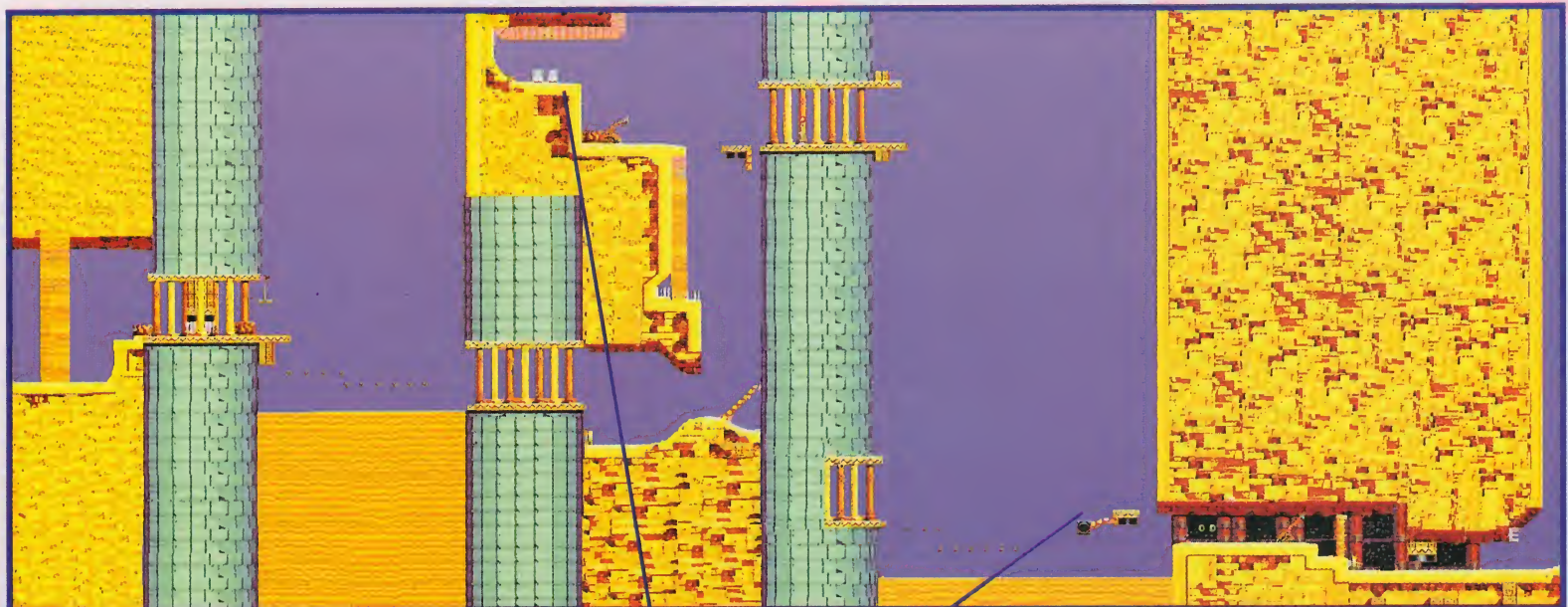


Aim for this position marker, so you do not have to restart back down the level if you are killed.



Bop this rock with legs on the head. Don't let him push you back into the spikes. If you fall back down the curve you may also risk being impaled.

Use this spring to give you good speed when you hit the loop.



Unless you have an Action Replay then it is essential to tot up as many extra lives and shields as you can in this massive adventure.

You must mount this platform if you hope to make it to the tunnel ahead. Not as easy as you may think when you consider you are being hounded by sandworms.

Kill the Skorp first. Climb on to the platform. Jump left to increase your ring total and right to slip onto a small mud slide which enables you to progress further into the game.

Level 3-1 Cont.



Act Two of Sandopolis is difficult. Throughout the act you must keep putting the lights on by pulling chains such as this one. If it gets dark then ghosts will attack you relentlessly.

Level 3-2



Push this stubborn black lever to the right to open a door further up the stage. It slides back to it's original position slowly, so you must move quickly after it is primed.



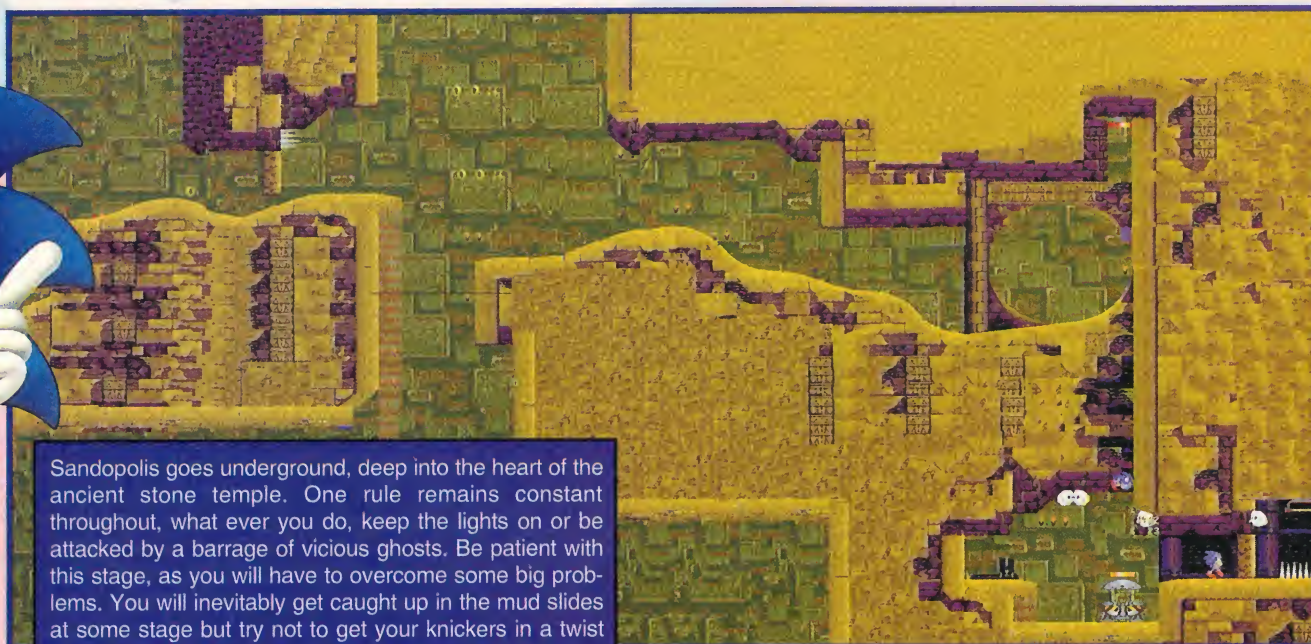
This is the final part of Act One. The pyramid rises out of the ground and the stone guardian emerges out of the door, at first a mere block of rough shapeless stone.

GUARDIAN

If this guy thinks he's Rocky then Sonic must be Rambo! Stand to the right of him. Wait until his head appears. When it does jump and spin into it. He crumbles and shifts to the left. He rebuilds himself, but keep repeating this attack method until eventually he is pushed over into the quicksand on the left. Rocks aren't renowned for their swimming ability you know.



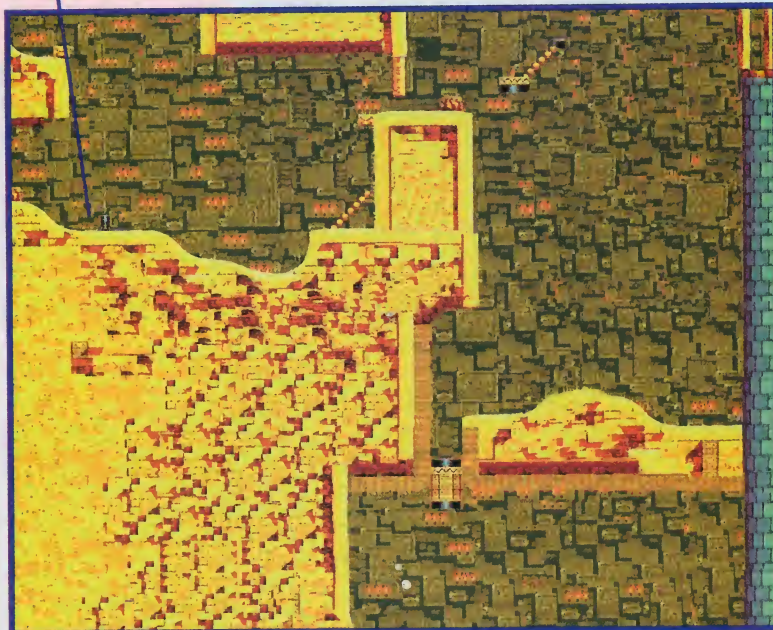
Sandopolis goes underground, deep into the heart of the ancient stone temple. One rule remains constant throughout, what ever you do, keep the lights on or be attacked by a barrage of vicious ghosts. Be patient with this stage, as you will have to overcome some big problems. You will inevitably get caught up in the mud slides at some stage but try not to get your knickers in a twist about it. Where there's a hedgehog, there's a way!



The dreaded mud slides. Arggh! Is there any way off them once your on... Well, yes, of course there is. Keep jumping off the slides at hair-brained angles until you eventually land on something solid. There, it's easy...Or is it!



This lever opens the door to the right up on the big stony wall. To get to the door, throw yourself into the springy net. You are hurled over to the ledge to the top left. Push the block onto the cogs and jump on top of it. Ride it to the door. You must be quick!

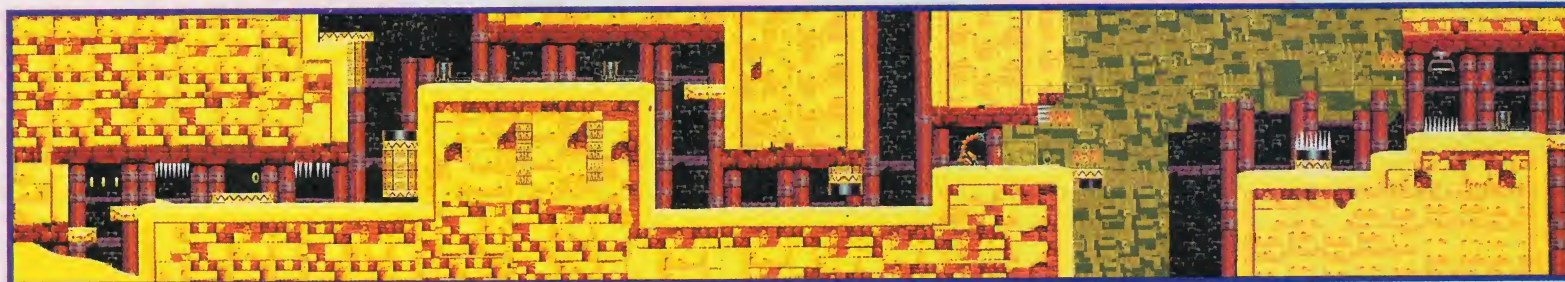
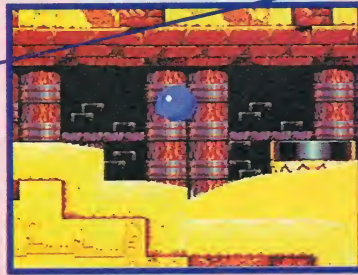
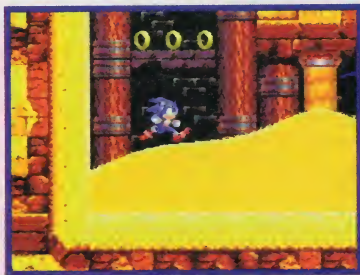


If you stand here, the floor gives way and you will land on the spikes below. Use the device above your head to reach the lower pillars.



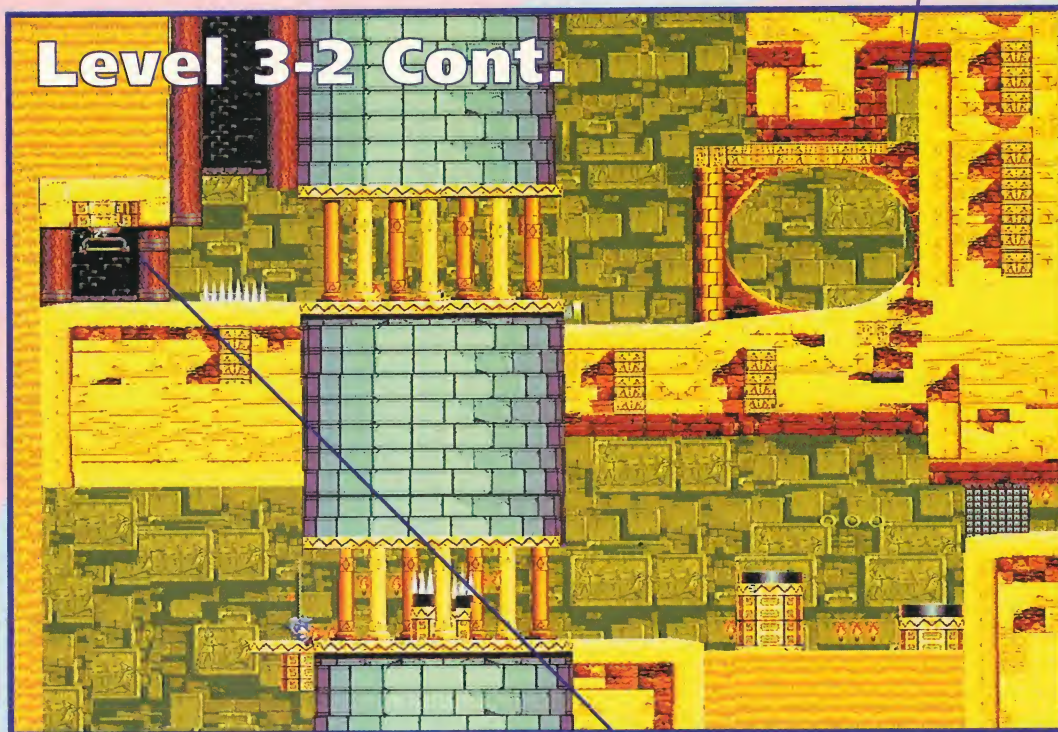
Negotiate these platforms that move up when you stand on them.

Knock this nozzle and sand gushes out. You must do this to progress but be careful. Always stay on top of it or slightly ahead. It chases you through tight, problem filled tunnels and gives you a couple of seconds to clear the path ahead.



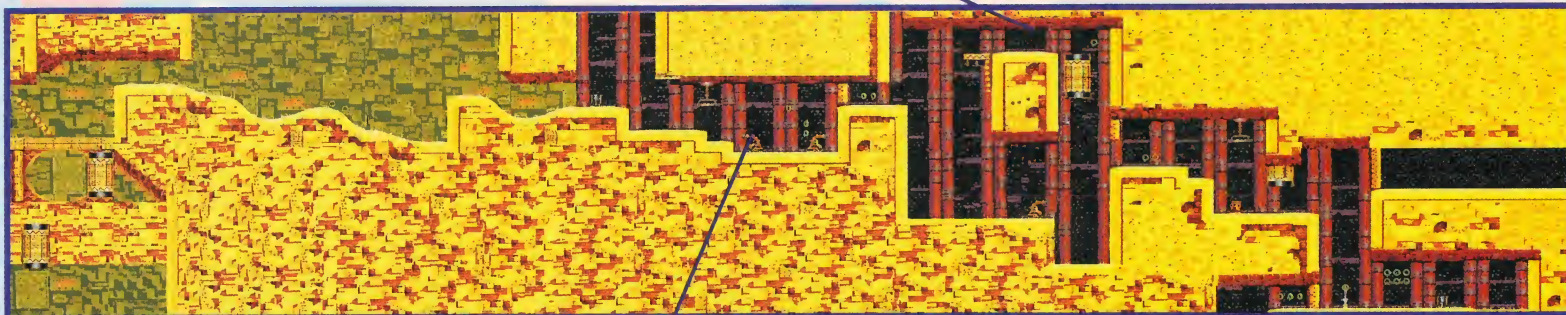
Coming out of the loop, you hit this spring at breakneck speed. Consequently you are thrown back down, below the loop and onto the pillar.

Level 3-2 Cont.



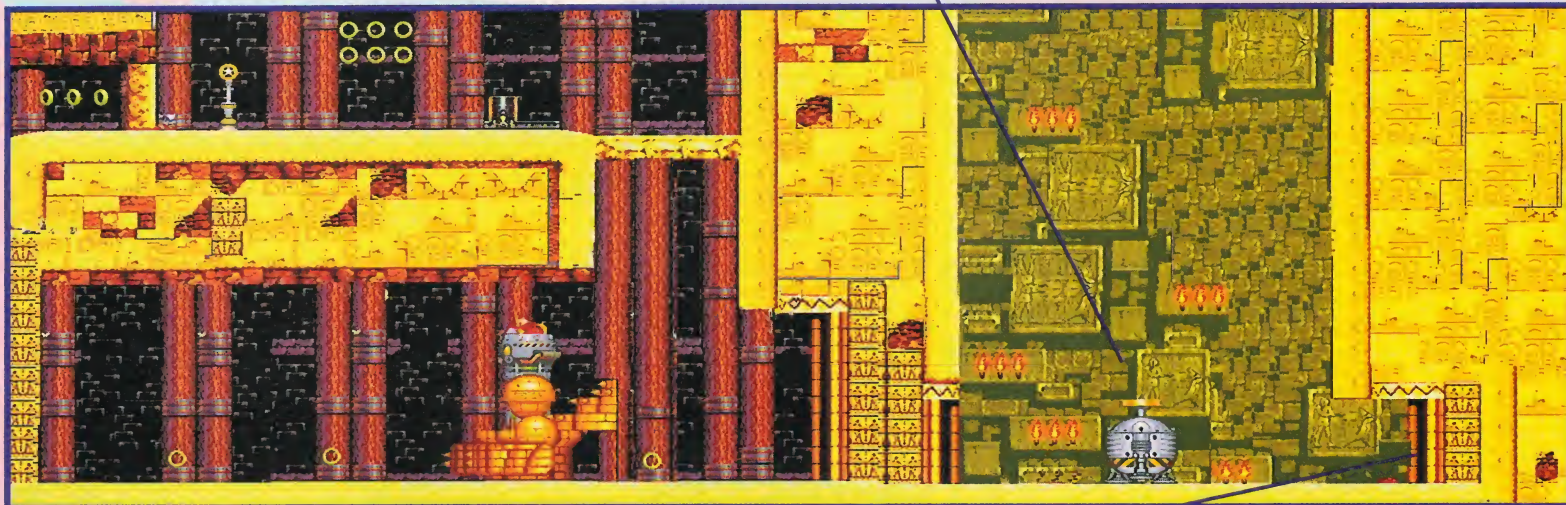
Pull this chain for the all important lights to stay on and keep ghosts at bay.

Make your way around the top of this stone block, down onto the pillar and then across to the right.



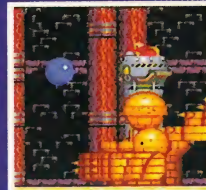
Double trouble awaits unwary hedgehogs in the form of two Skorps.

After the guardian is destroyed you can jump on this to release the furry animals.



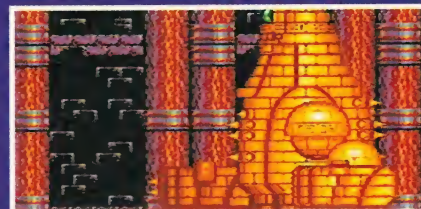
Head for the exit when you have released your furry friends.

GUARDIAN



When this Robotnik beast moves forward jump on its claw in the foreground. From here spin onto its head. A layer of its stone armour falls off temporarily.

Now attack again so the metal pod glows white. Keep this up, at all times avoiding the lasers blasts that are fired at forty five degree angles to the ground. Be quick or you'll be pushed into the wall.



LAVA REEF

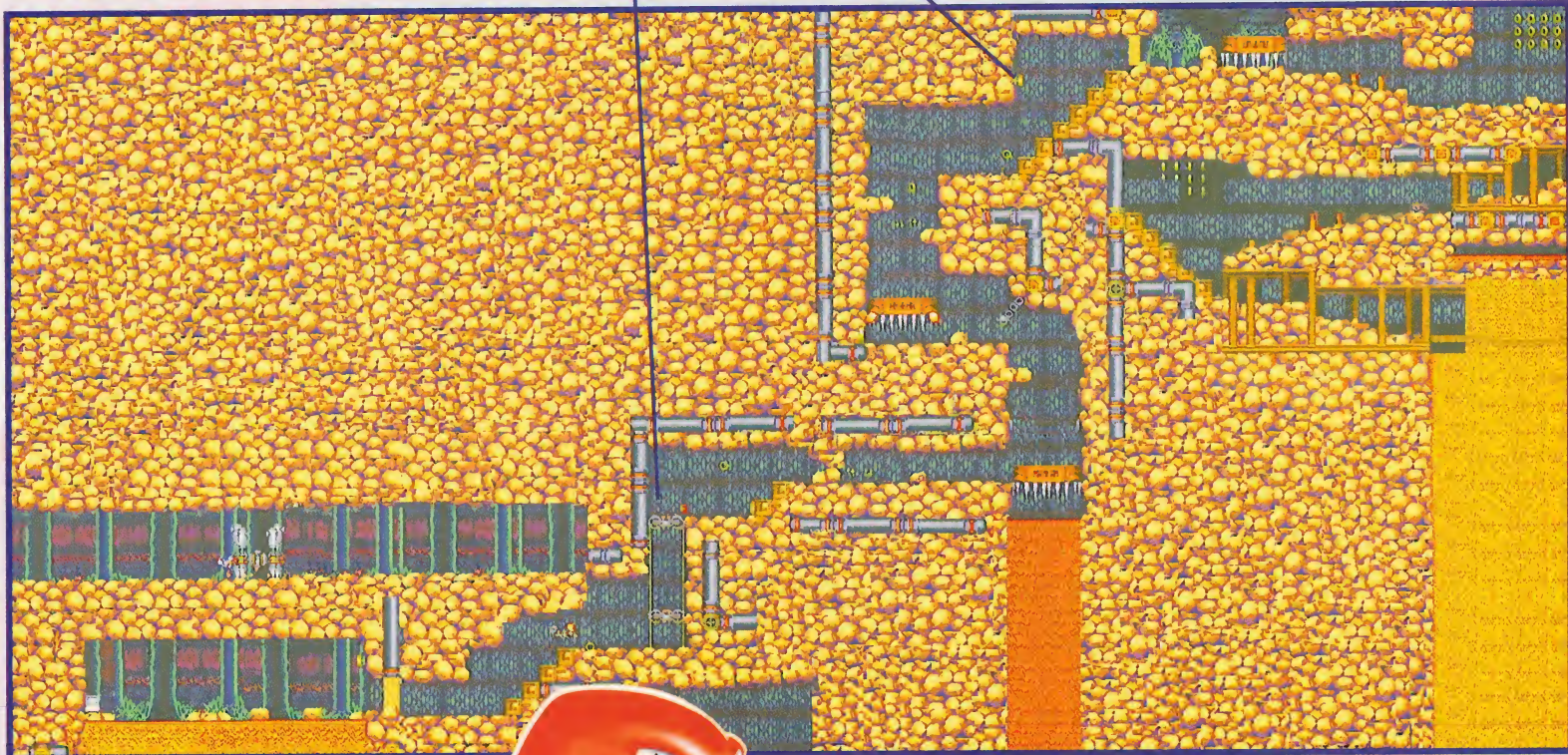
Do a spin dash through these rock walls. They come apart only when you hit them at speed.

Lava Reef is hot, but not too hot to handle. Unlike Sandopolis, the problems here are not so difficult to master and work out and the level can really be attacked at speed. Fireworm Badniks float about the air, so be careful not to touch unless you're spinning or landing on their heads. There is plenty of deadly lava to avoid and a few unusual touches to spice up the action, such as big robot drills that break up the ground you're on and strange lifts that transport you to higher levels.

Level 4.1

To activate these lifts and make them go up and down, spin-dash on the middle of the device.

Hit this button to open the door at the top of the steps. Don't hang about on these steps or they may explode under your feet!



Touch this button to open the door, but be careful of the exploding rock creature on the step.

These platforms collapse when you step on them so keep moving. There is a position marker just past them. After the position marker, go at full pelt because you need to make a big jump, shown at the bottom of the map.



Above the wall is a gun that fires pellets at you. Hit it and the door opens. Now time your dash past the spiky ball. When you pass it it's released and chases you, so get a move on!

This is a ramp. If you go down here at speed you will clear the lava easily.

Level 4.1 Cont.



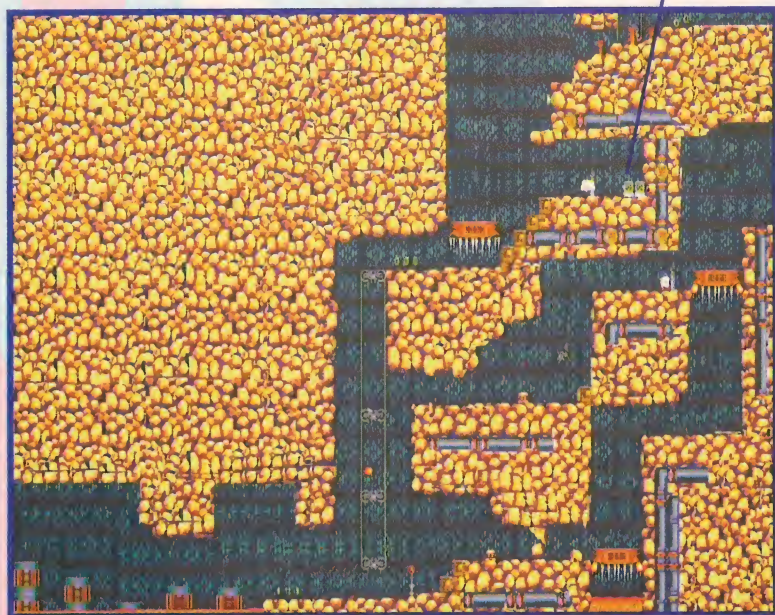
This spiky ball is not stationary. It rolls from left to right in a frenzy, churning up rock. Jump over it and get to the higher ledge quick.

Lava intermittently falls from the ceiling. Study it for a few seconds, to time your leap to the safe zone in the middle and then hop past the second lava flow.



20 rings can be snatched up here, but careful of the nasty steam that puffs out of the pipe before you reach the power-ups.

You are near the end now, with just a few tight tunnels to race down. The only obstacles in your way are a couple of Badniks and a pipe bellowing clouds of steam.



GUARDIAN



First avoid the two robot chains. They shoot out little bullets, so hide in the corner. When they descend, bounce off the metal discs on the end of them. The next phase is a big hand that chases you from left to right. When it pauses it will come down on the Earth it is looming over, in a grasping motion. Spin and jump on it when it is grabbing the ground. The hand is fairly slow so take your time and be accurate.



Jump on this spring to collect rings and a flame shield.

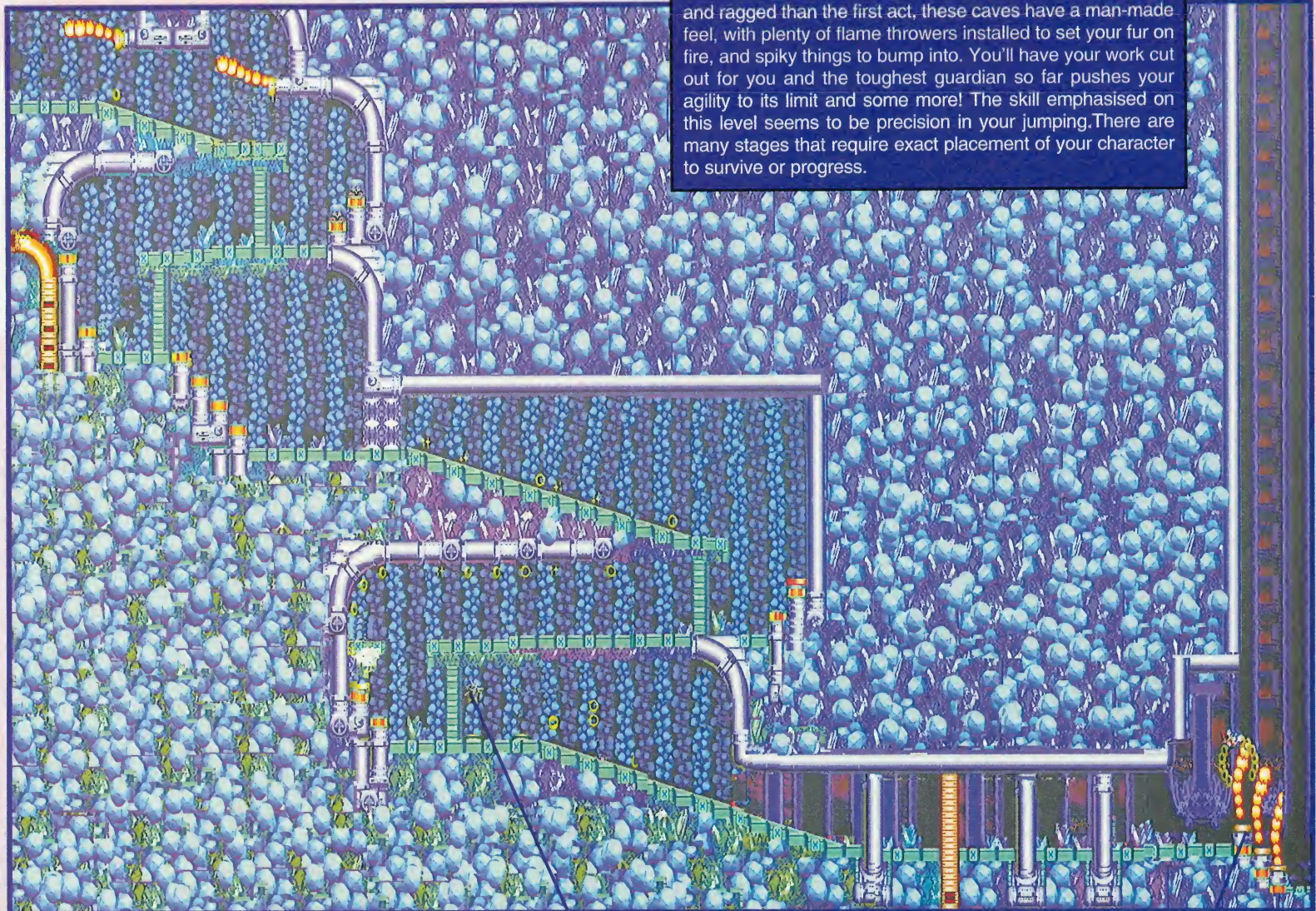
Be warned! Do not touch these Robotnik symbols or you will lose your rings or a life.

Level 4.2



Don't bother hanging around this devilish device, unless you have a suicidal tendency. You can find a path around it.

Descend further still into these colourful caves. Less rough and ragged than the first act, these caves have a man-made feel, with plenty of flame throwers installed to set your fur on fire, and spiky things to bump into. You'll have your work cut out for you and the toughest guardian so far pushes your agility to its limit and some more! The skill emphasised on this level seems to be precision in your jumping. There are many stages that require exact placement of your character to survive or progress.



These spiked balls are sucked up to the ceiling and then dropped a few moments later. When they are up, shoot past them at speed.

Waaa! Watch out for this triple trouble, in the form of three long range blasts of fireballs. Jump over them when they have died down.

Jump on to a platform on this revolving belt. It takes you to a higher level.

Tricky business, these moving platforms. A couple of them have spiky balls circling them, just to keep you on your toes.

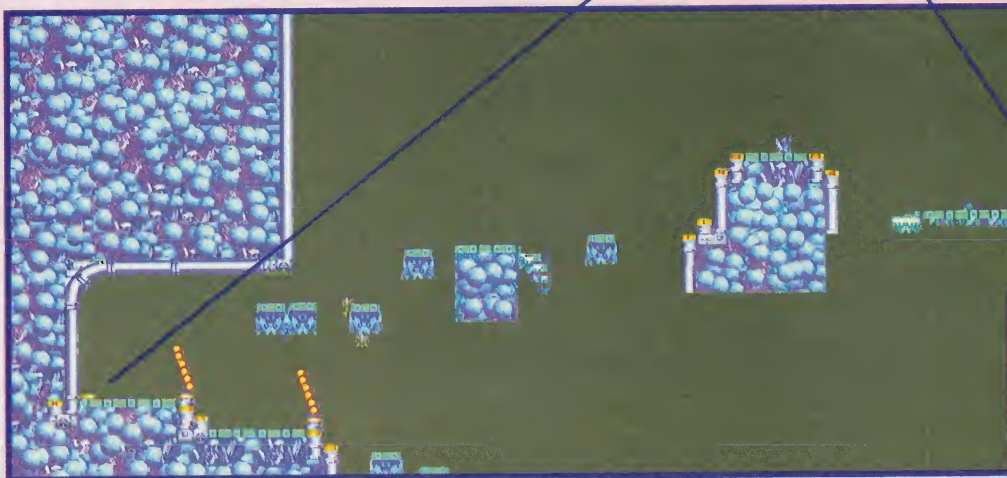
Level 4.2 Cont.



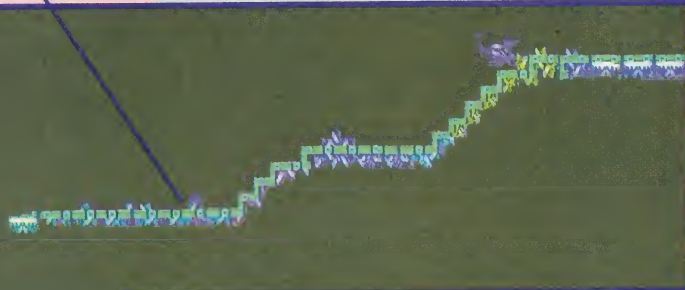
Pelt down here to accelerate off the ramp.

Plenty of fire spouting guns in the walls at this stage. Tread carefully or you'll end up roasted.

When you zoom up this bend, do not jump or press any button until you want to fall off onto a platform.



This thin platform is a taste of things to come.



Keep up with this fast scrolling level, or you will perish. Some sections fall out when you walk over them. Not a problem unless you decide to stop.



These platforms fall down with the lava so you must jump from platform to platform very swiftly in order to survive.

GUARDIAN



The top picture is an early guardian that showers Sonic with missiles. The second is more sophisticated. He pops up to the left then the right and makes the lava flow toward it at a gradient. You have to jump onto stepping stones that are sliding down with the lava. Careful not to touch the lava when you jump. Robotnik also throws little mines at you which you must also evade. The mines eventually slide back to Robotnik if they miss you and blow him up.

FINAL PART NEXT MONTH

If you've got the time cop this lot!

What a line-up we've got in store for you next issue. For a start there's a choice of two great mags, which means if you buy **SEGAPRO** CD you get an **EXCLUSIVE** fully playable demo of JVC's great new movie tie-in **TIMECOP**! On top of this the main mag will be full of reviews for all the latest Saturn games, packed with stunning **EXCLUSIVES** for the 32X and bursting with booty for the Mega Drive. There really is no other choice for the switched-on Sega owner, so reserve your copy today. Nuff said!



SEGAPRO **ISSUE 42** ON SALE **26 JANUARY!**

THE LAWNMOWER MAN

In the movie Dr Angelo turned the simple, yet friendly Jobe into a hyper-intelligent being of pure energy, placing him in a Virtual Reality world as an experiment. The experiment went too far though and now CyberJobe is waiting, somewhere in the world's Internet, making himself ready to extract revenge on Dr Angelo.

Angelo must now go into Virtual Reality Hell to face Jobe and try to defeat him from within. This is no easy task, especially with 12 brain-numbing puzzles to work out as well as many tests of speed, precision and skill. All in all it sounds like a job for those Virtual Realists at SEGA XS!



Flying 1

Angelo's first test in VR is to become a powered glider and plough his way through the many twisting corridors of CyberJobe's domain, just like the first game that had introduced

young Jobe to the power of computers. As you fly through these corridors, all your movements have to be expertly timed to avoid crashing out and ending the game. These movements, namely Left, Right, Up (push Down in direction on the joystick), Down (push Up in direction) and Fire (via the B-button), need to be activated. You need split second timing and a good memory, in order to remember the combinations of moves and prepare for them before they occur.

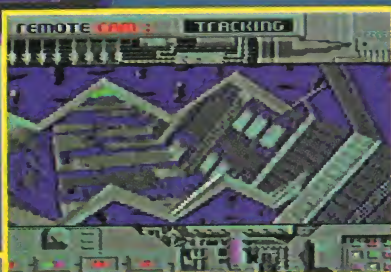


There simply isn't enough time to note which way a turn is heading, so it's vital to select the correct move and do it precisely on time.

The first combination of turns and directions are as follows:

Left, Up (meaning Down on the pad), Right, Down (meaning Up on the pad), Fire (to blast the doors), Right, Fire (at a second set of doors), Up, Left and Right.

On these early flying levels, listen to the voice prompts and watch the arrow on screen to help you through the stage. Practise on these early flying levels will help you get used to the timing in the later levels when the voice prompts are no longer available.



Logic 1

The Logic puzzles take the form of gateways that stop you progressing further into Virtual Reality. The odd one out puzzles on these gateways must be worked out correctly in order to have further access granted. In front of you is a grid with four columns of four symbols. Each column has an odd-one-out and you must select it via the Up and Down directions, using the Fire button to make your decision and go onto the next column. The odd-one-out can be spotted quite quickly in most cases, for example, from the following Kg, lb, g, mg; the odd-one-out is lb (the others are all metric measurements).

However, there are some exceptions to the rule that are quite difficult to spot, for example 39, 65, 91, 71 =

Odd one out is 71 because all the other numbers



have a digit with a round number in it — remember your maths folks!

The other type of columns have patterns or shapes in them that have been rotated, so the odd one out will not look the same when you turn it around or it will have an extra section. These Logic gateways are not too stressful to worry about though, as you get three chances to complete a grid correctly.





Circuit Board 1

The circuit board sections are pretty easy to overcome as there are only three choices. Push Up on the D-pad to scroll the screen up to the three gateways. The gate in the middle is the one you always want to head for and in order to find out which of the three routes leads there you must follow the circuit back from the gate to the start point. The circuit will come to and run across many chips that change its direction, but the new route is marked on top of the chip so simply follow the line right back to the start taking into account all the direction changes. When you have found out which route takes you to the centre gate, push in that direction on the joypad and hit the fire button.



Runway 1

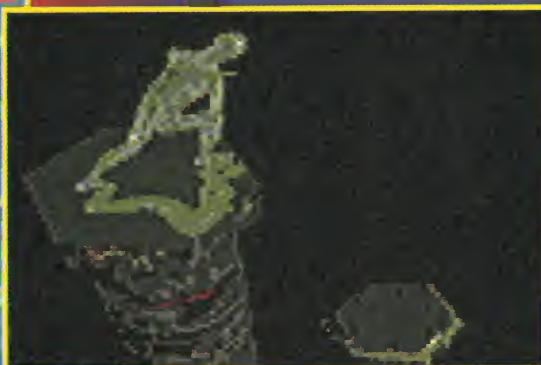
The runway sections are probably the hardest ones to get through. Angelo must jump from pillar to podium with split-second timing in order to ride the hover board over to the runway where he will be pursued by Jobe in the form of a lawnmower. Now Angelo must jump over dive-bombing spheres and



duck under all sorts of nasties in order to get to the other side of the first runway and reach the next level. This is another level that re-occurs many times during the game so use the early rounds to get your technique off to perfection.

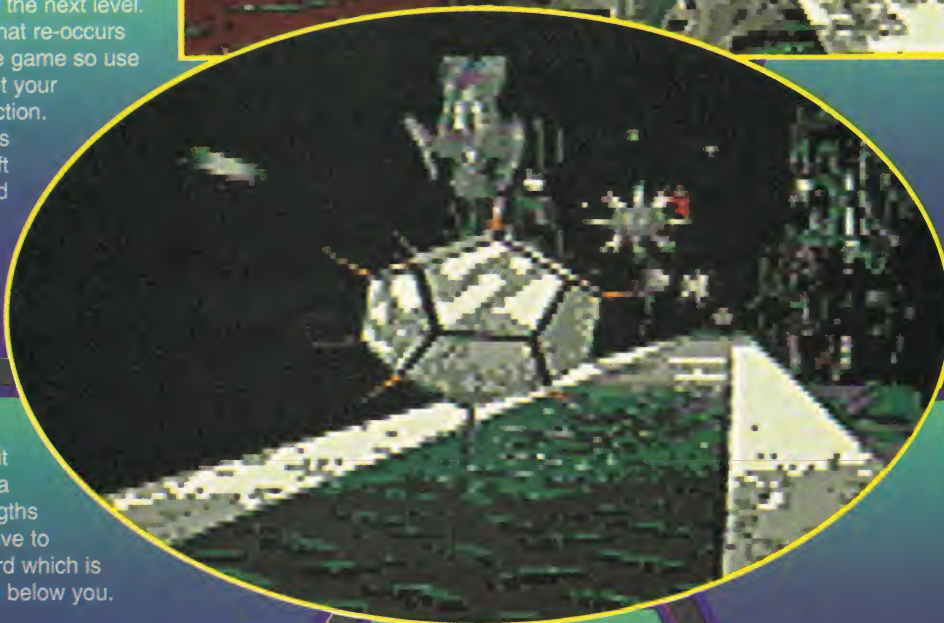
Start on the podiums and jump from the Left to the first hover board when it crosses over onto your side of the screen. Now the screen will change allowing you to see the next plinth as you move back and forth on the hover board. Press the B-button to leap over to it as the board reaches a position about two lengths away. Now you will have to jump on to a new board which is hovering up and down below you.

decide whether to jump or duck. The rule is jump over all spherical objects and duck under the enemies as they try to grab you. This first runway section goes like this: Jump, Jump, Duck, Jump, Jump, Jump, Duck, Duck and Jump. Some of these jumps will take you over the spheres and some of them will launch you up to hit the floating stars to gain extra speed.



Watch Angelo now and press the button when he sways back ready to pounce. The board will now take you off to the runway.

When you land on the runway, the lawnmower will appear behind you, so Angelo will have to start running. Now spheres will start to dive at you and you must



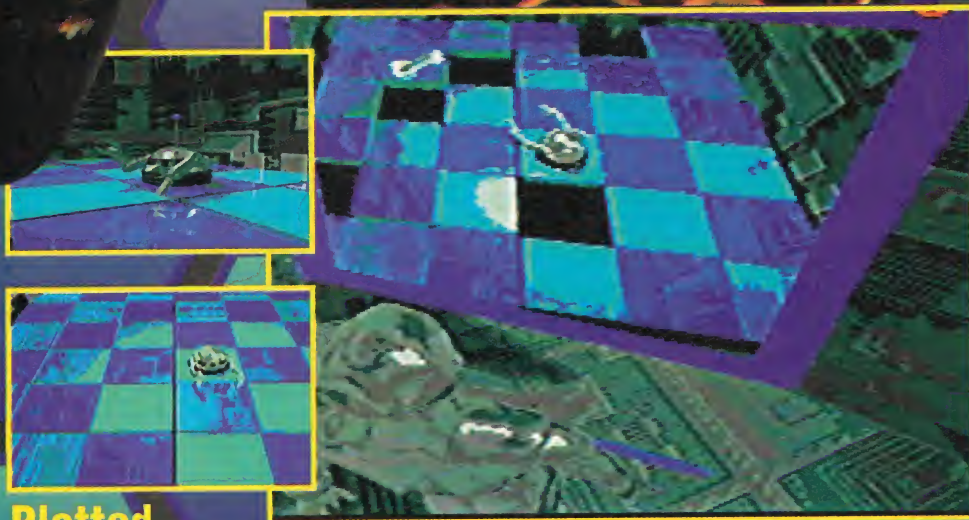
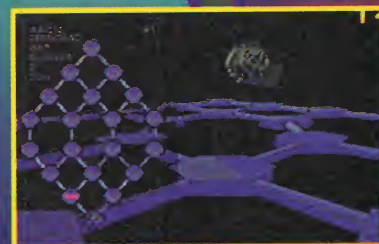


The Adventure Game Vortex

Donkeys years ago there used to be a programme on BBC2 called *The Adventure Game* where, at the end, the winner of the day had to cross a vortex without stepping onto the square where the invisible opponent was. This level uses the same idea, with Angelo up against an invisible enemy who starts at the opposite end of the Vortex and could be anywhere on the grid after only a few moves. Time is another constraint with only 2 minutes to cross the grid and reach the other side before it implodes.

Basically, you will have to use a

key in the moves combination in order to guide the robot to the key. This will open the next door and allow you to progress to the second of the flying stages.



Plotted Route

This puzzle is very easy to complete if you look carefully and memorise or write down the moves you will have to make. The task is to move the remote control robot around the holes in the floor to collect the key

that will open the next gateway. First you will see the plan view of the floor so at this point note down the robot's position and the location of the key.

Now work out the moves from A to B, for example Up 2, Left 2 and Down 1, and then press the Fire button and the view will rotate to your control console. Now you will have the four arrows in front of you so all you have to do is

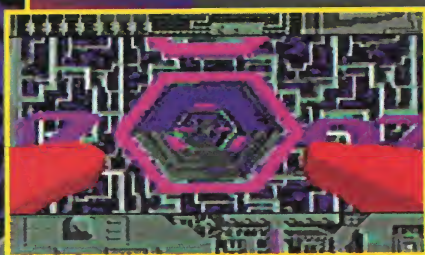
Flying 2

The conditions are basically the same as the first flying section except now there is no voice prompts to warn you of the dangers ahead and there is another hazard to avoid in the form of a door closing from the side.

The combinations to succeed are as follows:

Up, Fire (at some closing doors), Right, Up, Down, Fire (second set of doors), Right, Down, Left, Right (as a door swings in from the left), Left and Down.

When you have completed the flying you will arrive at the second random Logic section. Use the grid as before and work out the odd one out.



combination of logic and guess work to try and predict the position of the enemy. You must also try to fool him into following you to a certain area before you change direction and keep him guessing.

To succeed in this level follow this route. From the bottom square, jump



will be joined by Jobe who will be flying another powered glider. He will shoot you down if you don't shoot him in the correct place. This position comes just as he

barges past you, before pulling across your front and over to the left hand side of your sights. As he crosses this section press the Fire button and burn him out. Here are the moves leading up to that section and beyond:

Left, Up, Right, Down, Left (as a door swings in from the right), Right, Fire (at some closing doors), Up, Left, Right, Fire (as Jobe comes into view), Left, Left, Up, Down, Right, Down and Right (as a door swings in from the left).



You and Father McKeen

will take turns in firing the cannon, trying to find the hole by trial and error, and choosing the correct cannon pre-set that will fire through the hole. A control pad with the pre-sets on it will appear at the side of the cannon, simply select one and press your fire button.

If it doesn't find the hole, you must watch carefully when your shell hits the wall. The aftershock will make the wall visible for a split second. If you look carefully you can note where the hole is in relation to where your last shell hit and adjust your cannon accordingly by selecting anotherjectory. This will give you a better chance of going through the hole.

over to the next row in either direction. Then leap onto the next row, keeping the same direction diagonally. Change your direction for the first time by moving diagonally into the grid. Depending on which direction you started on, this will bring you to one of the two squares in the centre of the fourth row.

Now dodge behind yourself on the third row centre square before zig zagging out to the edge of the grid.



ending up back on the fourth row at one of the far sided squares. Time will be running

out now so make a definite beeline for the finish square by moving directly to it along one of the edges of the vortex. Your move-

ments around the third and fourth rows will ensure your opponent is always one step behind you so go forward without fear.

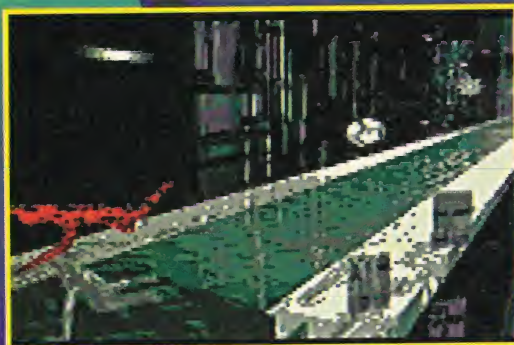
Flying 3

The new element in this instalment of the flying section is that halfway through your flight you

Cannon Duel

You will now face the enemy, in the form of Father McKeen, in a one to one duel. You will both be armed with a cannon which has eight pre-sets as the invisible wall between you has only one hole in it, just big enough to pass a shell through and score a direct hit on the opponent.



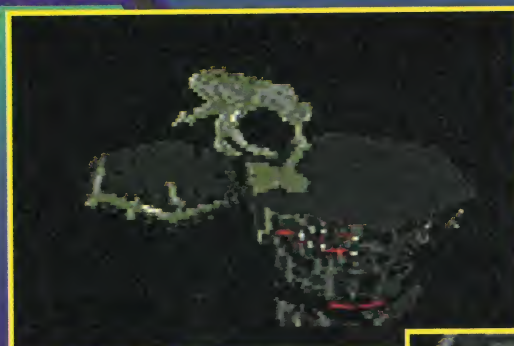
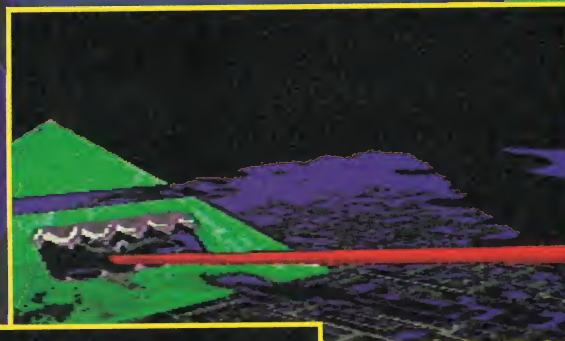


Simple Simon

In this next section you take control of a Virtual Reality Keyboard that plays a tune on its coloured ivories. Like the game, Simple Simon, this section is absolute child's play. All you have to do is watch the short combination of notes and colours and repeat the tune back to the key-board to exit. As you watch the coloured keys simply write down the combination or memorise it before playing it back.

and concentrate on the visual clues. This flying level goes like this:

Left, Left, Right, Right, Down, Fire (at the closing doors), Fire (at Jobe in his glider as in the last flying



Runway 2

The second runway section will, like the flying sections, have no voice prompts to help you along so you must rely on the experience you picked up in the previous encounter with this fast moving level.

After jumping along the familiar podiums, you will be transported to the runway via the hover board. The new combination of jumps and ducks are as follows:

Jump, Jump, Duck, Jump, Jump, Duck, Jump, Jump, Duck, Jump, Jump, Jump and Jump.

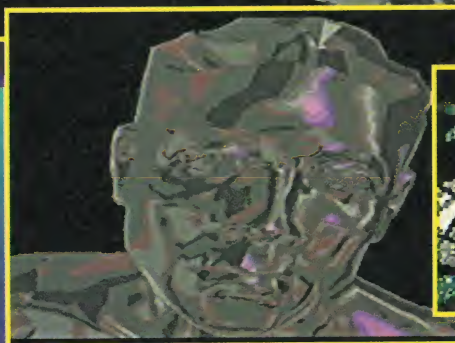
Leap of Faith

You are at the top side of a slide which may lead directly to your doom if you don't time your jump correctly. Leap onto the slide so you slide safely through the snapping jaws of the exit. The correct time to leap is just as the jaws are about to close completely. This happens with 27 seconds to go, so watch the time in the top right corner and wait for the jaws to almost close. Now press the Fire button to leap onto the slide and spiral down to the exit.



Flying 4

The new added dangers in this flying section are roaming spheres that will rush at you just as you turn a corner, so as soon as you turn start firing. The combination of the swift moves is tough and gruelling so follow the moves step by step



access to the rest of the game via the third logic puzzle.

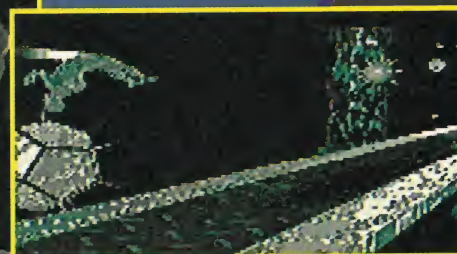
Runway 3

Negotiate the podiums first in the same old way and be taken over to the runway via the hover board. The combination of moves are as follows:

Jump, Jump, Duck, 13 separate and swift jumps then, Duck, Jump and Duck.

The Sting

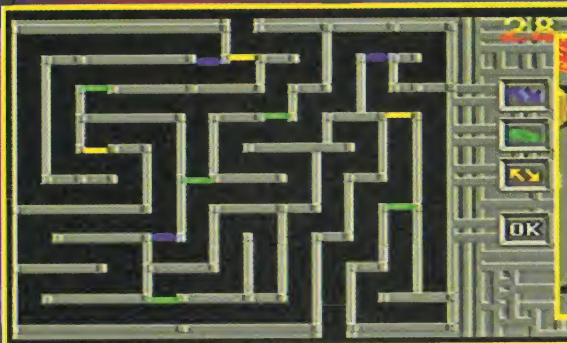
Now Angelo will be confronted by a maze which contains Cyberbees. You must guide them through the maze to their death so that you can





pass safely. There are three coloured icons along the maze and an OK icon. These correspond to the similarly coloured doors within the maze. As each icon is activated its corresponding doors will all open or close. Use Up and Down to highlight an icon and use Fire to select it. As it's selected its doors will all open or close. When you have played around with the coloured door and have followed the route through from the top, the channel will lead out of the bottom of the maze.

Select OK to unleash the bees into the main maze. You will usually have had to have activated two of the three colour coded doors to guide the bees towards a huge fan that will cut them to pieces. If you get it wrong you are history so concentrate



and follow the route through on screen before selecting OK.

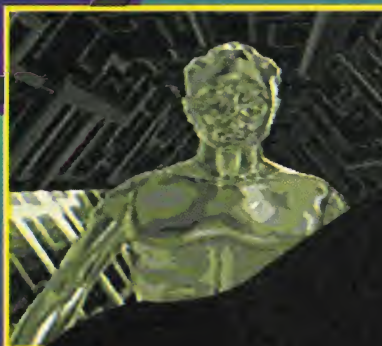
Now you will be led to the second Circuit Board section which works exactly like the first one and from there onto another Logic section to try and gain access to the second Cannon



Duel. The duel will work exactly the same as the first one so don't make any silly mistakes at this point as the end of the game is approaching fast!

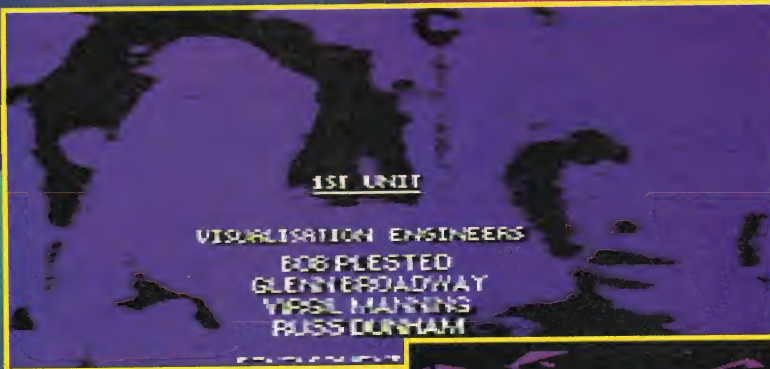
Spin Out

Now you will find yourself beside a large cube which is hovering in Virtual space. On the cube are letters which must be turned the right way up and then the cube must be revolved in the correct combination to



progress to the final phases. These letters spell out the name ANGELO so the first task is to locate the letter A and turn it the right way up. As you do this, note where the other letters are in relation to the letter A. Turn the cube so each letter comes to the front in the correct order.

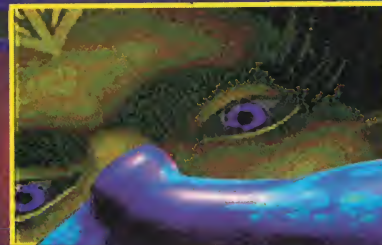
The time limit is very strict so the quicker you find the letter A and turn it the right way up the better. Do bare in mind though that when you turn the cube pressing Left turns the cube Right, pressing Up moves it Down and visa versa. This level can prove to be a stumbling block if you are not quick enough so go for it!



Flying 5

This is the most difficult flying section yet, which can take hours of game-play to master. Each move has to be acted out very quickly with each Fire move happening immediately after the previous turn. Flying spheres come at you from every angle as the pace picks up to light speed. The hugely difficult combination is as follows:

Left (as a door swings in from the right at the start), Right, Fire (at the closing doors), Left, Down, Left (as a door swings in from the right), Up, Fire (at the closing door), Fire (at a roaming sphere), Right, Fire (at a roaming sphere), Right, Fire (at the third sphere), Up, Down, Left, Right (at the door swing in from the left), Left, Fire (at another sphere), Right, Down, Right, up, Left, Fire (at the last sphere) and Left.



Runway 4

The final runway section sees the podium jumps getting slightly harder, with another tough section of jumping and ducking on the runway. After which another podium section needs to be negotiated before the final very difficult runway section.

The runway sections go like this:

Four quick Jumps, Duck, Jump, Jump, Duck, Jump, Jump and Duck.

Now the second podium section before:

Three Jumps, Duck, Duck, Jump, Jump, Duck, Jump and a final Very Difficult Jump which needs to be taken straight away.



Glory Road

The final level is here at last, a final test of your reactions and your brain cells. You must save young Peter from Virtual Hell by firstly timing your jump over the gap to go between the energy zones by jumping as the wall of energy disappears.

Then while you are on the other side, you will find yourself

sliding away on a conveyor belt which leads to an infinite drop of death.

Now you must react very quickly by pressing Up on the D-pad to leap up at the screen, thus kicking it and changing the direction of the conveyor belt. By doing this you will have saved Peter and finished the game.

You, as Angelo, have saved the real world from the Virtual World but has Jobe gone too? Well we will have to wait and see...



SUMMARY

GAME NAME: The Lawnmower Man
TIME TO COMPLETE: 3 days
HIGHEST SCORE: N/A
NUMBER OF LEVELS: 11
CHALLENGE RATING: Medium

Cartridge supplied by:
 Time Warner,
 Tel: (0604) 602 800

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Need we say more?

Plus
1995
Calendar



enter the virtual Zone

To run alongside our complete solutions to *The Lawnmower Man* (CD) and *Red Zone* (MD), our good friends at Time Warner Interactive are giving you the chance to win one of their latest games. All you have to do is answer one question:
Can you name the XS posse member who has been transported into CyberSpace Virtual Reality?

If you can, write down his name and send your entry into us and you could win one of 10 prizes.

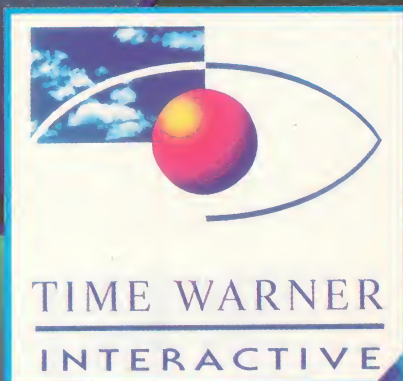
THE PRIZES

You could win on of these prizes:-

- 5 copies of *The Lawnmower Man* for the Mega CD
- 5 copies of *Red Zone* for the Mega Drive

If you can guess the identity of our editorial team member who has been placed into Virtual Reality, then write his name on the form, state which game you would like and post your entry off to SEGA XS.

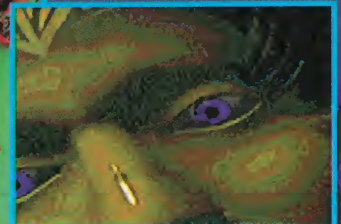
We will pick the first 5 correct entries out of our box who would like *The Lawnmower Man* on Mega CD and then another 5 winners who would like *Red Zone* for the Mega Drive. Entries must reach us by 16 February and the editor's decision is final.



COMPETITION

SEGA
XS

"Excuse me, I'm lost in cyberspace, can YOU help?"



THE QUESTION

TIME WARNER COMPETITION

The XS posse member who has been transported into CyberSpace Virtual Reality is.....

The game I would like, should I win is *Redzone / The Lawnmower Man*. Delete as appropriate.

Fill out the appropriate answer on this coupon and send it to Time Warner compo, SEGA XS, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must arrive by 16 February and the editor's decision is final.

Name.....
Age.....
Address.....

Postcode.....
Tel no.....
The console I own is.....
Please print a solution for.....

CHARACTER PROFILES

Jade "Mirage" Takao

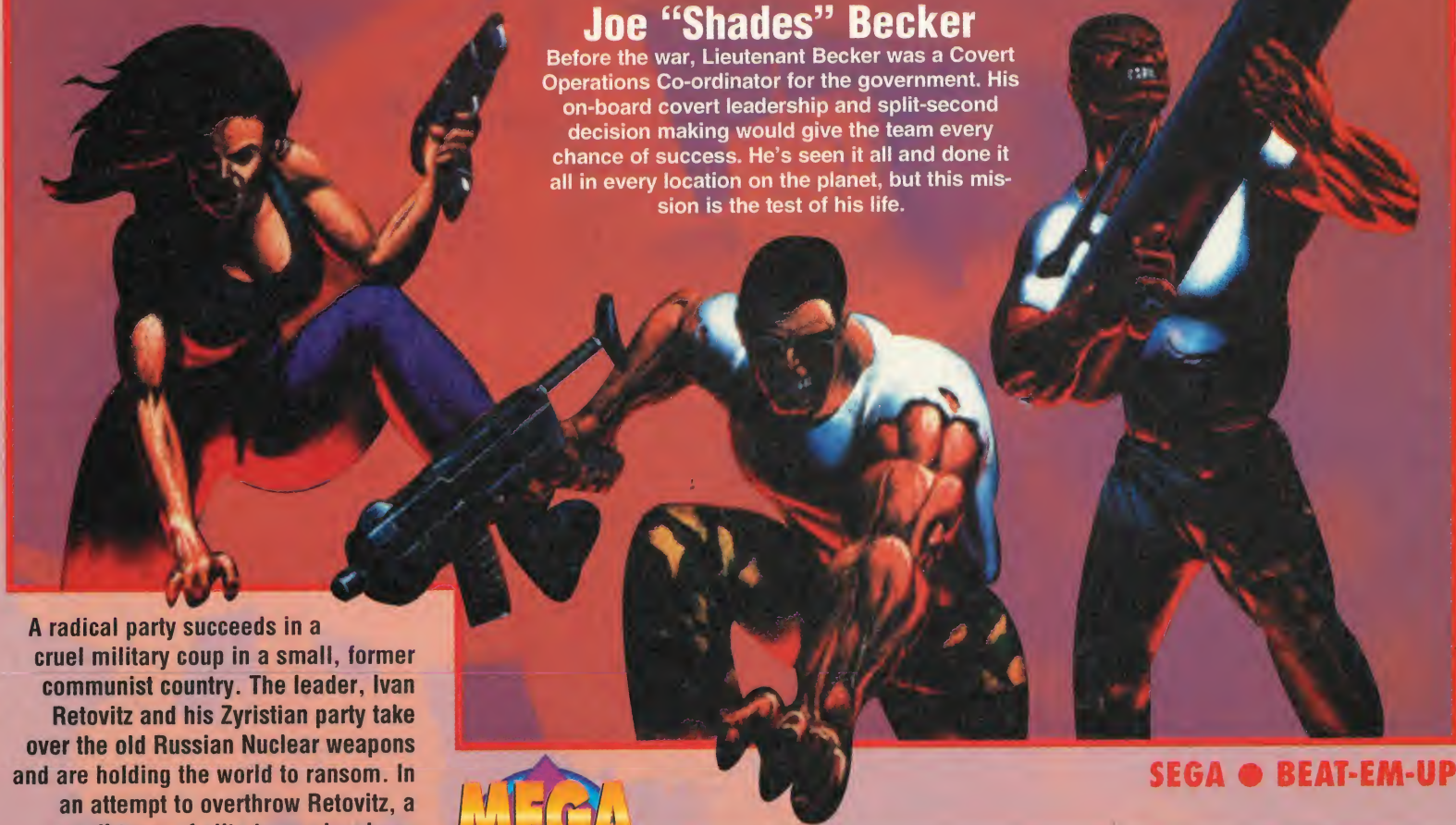
She's fast and fierce, and her stealth ability to take out enemy personnel is a necessity in the field. Her use of daggers and cat-like stalking ability landed her the nickname, Mirage. The enemy can see her for one moment and then she's gone. This shadow-like assassin is a crucial member of the team and vital to your success.

Ralph "Rocco" Stratton

Senior Sergeant Ralph "Rocco" Stratton has been Shade's tower of strength in almost every covert operation he co-ordinated. Rocco's fearless demeanour and robot-like military execution make him an indispensable member of the team. His incredible physique slows him down a bit, but his strength and firepower strike fear into the enemies he encounters.

Joe "Shades" Becker

Before the war, Lieutenant Becker was a Covert Operations Co-ordinator for the government. His on-board covert leadership and split-second decision making would give the team every chance of success. He's seen it all and done it all in every location on the planet, but this mission is the test of his life.



A radical party succeeds in a cruel military coup in a small, former communist country. The leader, Ivan Retovitz and his Zyrastian party take over the old Russian Nuclear weapons and are holding the world to ransom. In an attempt to overthrow Retovitz, a small team of elite troops has been formed and sent in to stop Ivan in his tracks, before he pushes the dreaded button that spells doom for the planet.

You must take control of the three members of the covert team and work your way through 10 massive levels in order to defeat the madman at the helm of a terrible nuclear dawn. Although this mission is tough and the future of the planet depends on your success, don't worry because here is the complete, mission by mission solution from the undisputed world leaders here at SEGA XS. We laugh in the face of madmen and poke fun at their tiny coups!

MEGA
DRIVE

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REDZONE

Mission 1 Obtaining Infiltration Software

In this first mission you must fly to another island and meet up with a secret agent who will give you a computer Diskette, containing a virus. You will need this in order to shut down the enemies radar operations and early warning systems in the second mission.

The rendezvous with the agent is pretty straightforward as he is located on the small island in the South-East of the map. As the journey is so easy, it will be advantageous to do a couple of extra tasks that will make your job easier in future missions.



will find the radar base that you will need to infiltrate in the next mission. If you can quickly target the main radar receiver with your Hellfire before flying onto the island, then that would be an advantageous move. Destroying the radar site is the first part of your next mission. However, if you leave it until the second mission you will only have one minute to locate, target and destroy the radar.

Once you reach the South-East island, land and collect the disk to complete the mission. On your way to the radar site, re-fuel and re-stock ammo via the A and F symbols on the main map.



First of all, fly due East from the starting base to knock out the virtually unprotected nuclear reactor that supplies the base, which you will visit in mission 2. Use one of your Hellfire rockets to target the reactor before flying to the South to collect the virus disk.

On the way to the South-East island, a little way into the West, you



Mission 2 Radar complex endangering covert operation

If you haven't already destroyed the radar site, fly due North from the South-East island and quickly target the radar dish. Now you must fly inside the complex under the main gate, which is guarded by a rather annoying tank. Land at the bunker after destroying all the hardware on the ground around the compound. Now select Shades and enter the bunker and attempt to install the virus. Shades' special ability is the lobbing of grenades, which will come in very handy when facing the enemy troops behind sandbags.

From the entrance, walk up to the first corner which will lead to the left. Take cover on your side of the corner and then dart out firing to the left to waste the first ground troops. Now continue



around the large room, lobbing a grenade over the sandbags to strike down the second enemy in the top right corner of the room. Go through the exit to the next room on the right,



but stay in the doorway and throw a grenade into the room so you can clear it of floor mines before continuing.

If you have picked up any injury during the mission so far, you can regenerate your health via the first aid box further on down the room. The room then follows around towards the top of the screen. As you follow the route around, take care to throw grenades over the sandbags and be accurate with your machine

gun fire in order to get rid of the enemy quickly, while avoiding the chance of picking up more injuries.

When you get into the computer room at the end of the bunker, shoot away the first troops you come across and then move down to the bottom wall of the room to locate the explosives. Move across to the left most computer terminal and walk up to it. This will activate the disk into the system and



```
Hackintos' 80x27
64 gigabytes ready to use.
Loading operation system
A: > Virus.exe
Virus Loaded...
This facility will
self destruct in 1 Minute
```

overload the computer system. Now you will have to make a sharp exit before the bunker blows up.

Go back around the rooms in the same way as you came in, until you get back to the doorway that leads to the room of floor mines. Bars will now stretch across the exit, stopping you from getting out. Simply get close to the bars and press your A and C buttons together to lay an explosive at the floor of the exit and stand back. The explosive will blow away the obstruction allowing you to go through the door and around to the exit.

Mission 3 HQ has located enemy nuclear ramps

The next mission entails entering the nuclear bunkers and initiating a self-destruct sequence before escaping. First of all though, you must stop the threat

The least protected approach to the air base is from the East, so switch to rockets and fly in, shooting the missile carriers as you head into the airfield. Position your chopper at the foot of the parked aircraft and fire a rocket in its direction. The rest of the planes should now take off, so try to blast as many as you can before quickly switching to Stinger rockets.

When the countdown appears, position the sights and fire as quickly as possible.

After a



few attempts you should gain control of the air and it will be safe to fly onto the bunkers. Head South along the runway, turning to the South-West at the end. Now fly due South, past a welcome refuel site and away from the heavy hardware lying to the South-East. Fly on to the coast, and then follow the coastline to the East. Ignore the first bunker and head straight for the furthest one, switching to Hellfire rockets as you go.

When you arrive at the bunker, you will need to circle the area taking out all the tanks and gun emplacements, before landing and entering the bunker. Don't worry about the second bunker as it's reachable via an underground shuttle.

When you land, select Rocco and enter the bunker. Go straight down the first passage way and shoot the

of Air to Air combat by eliminating the air base in the top left of the main island. If you are continuing straight on from mission 2 you may have to re-fuel on route.





first guard to gain access to extra ammo. Now head back up towards the entrance and turn left and left again to make your way down the second corridor, taking out the enemy personnel calmly and swiftly until you kill the final one who is protecting a switch. Shoot him and then pull the switch out using your C button up close. You will have to be careful where you tread from now on as large sections of the floor will fall away when you step on them. These sections should be easy enough to spot as they are cracked and a tad darker than the rest.

Now head back to the top corridor and proceed to the left, jumping over the gaps and shooting the enemy troops on the other side of the gaps. This will take you to the main corridor that leads down the left hand side of the map. Go all the way down that corridor and turn into the final room at the end. Kill the guard before purposely walking on the fall away tiles that will take you down to another floor.

Move over to the right and press the C button to go up to the main floor again and pull yourself up. Shoot the next guard quickly before

refilling your weaponry via the extra ammo crate and exiting at the top. You will now be in an elevator that will take you even further underground to the site of the shuttle to the next bunker.

and start to take out the guards on the right hand side. Go down to the bottom of the room and take care to blow away the guards in the alcoves, before re-stocking your energy again



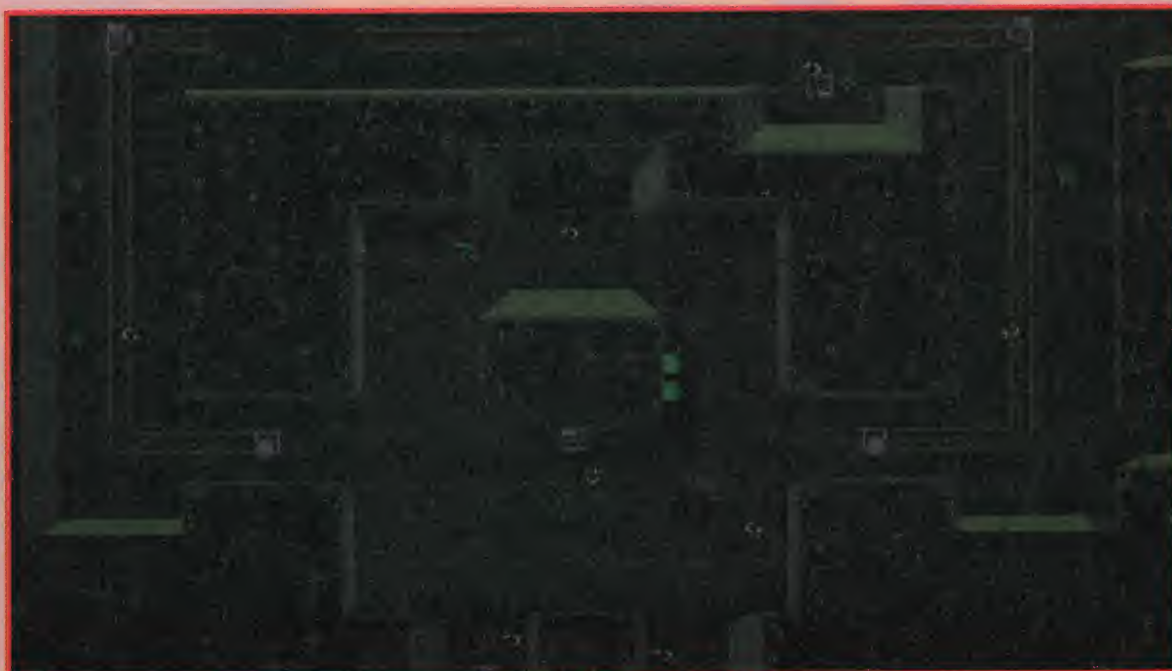
When you get out of the lift, walk down first and shoot the solo guard. Now jump over the sandbags and activate the switch to open the entrance to the shuttle. Now head back up the corridor about halfway before turning left to the shuttle. Before getting in the car, walk past it for a little while to locate a health crate so that you can replenish your energy stocks. Now climb on board the car and go for a ride across to the second bunker.

This will lead to another ammo crate and another lift. Take the lift up to the missile room

via the health box and walking into the bottom left computer console to activate the rest of the map on your screen side display.

Now head up to the console in the centre of the room and walk into it. This will set the missiles on their tracks on either side of the room. Once the missiles are moving and primed, walk to the right missile track and quickly take the corridor route which will

enable you to get around in front of the missile. Now walk around to the terminal located in the centre of the top section of track and set the self-destruct before standing on one of the track supports to let the missile pass you by. Leg it all the way back to the chopper and escape to finish the mission.



Mission 4 Enemy Nuclear submarine preparing for departure

Your chopper will need to be re-fuelled again so head to the West. If you take a lot of damage while getting fuel, head back to the bunker to get the repairs. Now go back to the power station site and head North to the top of the right side of the island. Now switch to Hellfire. Before you can enter the fenced flight path that will lead to the Nuclear sub you will have to eliminate the missile battery on the coastline in front of it, and the three to the North of it. Approach them from the South-East and fire immediately your sights lock on.

Now you can enter into the flight path but do not do so if you're damaged. You will need to have all your controls intact in order to make it safely through. Follow the path around and lock on the sub immediately. Hellfire the sub, then fly on over it and destroy the gun emplacements. Now you will have to exit along the rest of the flight path but take extreme care as the route is booby trapped. Each overhead strut will fall down but if you fly swiftly and cleanly you should be able to pass under each, ignoring the explosions, and continue safely to the exit gate. Now head directly to base and prepare for mission five.



the North-West island.

From the starting base, fly North and slightly to the East, so that you reach the target island at the gap in the anti-chopper fence. Now change to Stinger missiles and turn left to follow the path, eliminating enemy choppers as your sights lock on to target.

After the forth chopper is destroyed, turn to the right hand path and destroy the batteries and then turn right again to blast the final chopper using rockets. Now locate the nearby landing zone and select Rocco for the underground mission.

In the first corridor, blast the troops and collect the explosives



on the left. Now walk to the right and take the doorway to the room below. Here you will find a room full of drums including several at the end which are full of toxic waste. Walk up

close to these barrels and quickly lay an explosive, as the toxic fumes will be eating away at your energy reserve. Once you have planted the explosives, retreat on

the double before the barrels blow, covering the immediate area in nuclear gunge.

This will kill the guards in the adjoining room, allowing you to go further right from the first corridor, touching the remaining guards as



Mission 5 Operation Chaos

In order to get close to the enemy's missiles, you must create some chaos thus distracting the enemy away from your main target. You must do this by blowing up a large fuel stock located on



Mission 6 Airforce One Hijacked.

In this mission, which is slightly easier than the last one, you must locate the Allied Scouting Patrol and escort it to the enemy prison so you can rescue the President. First of all though, replenish your stocks and head South to the contact point. Land at the rendezvous and contact the Jeep driver. He will agree to drive to the prison to provide an escape vehicle for the President and his posse.



Switch to Hellfires when you get airborne again and use your chopper as a shield for the jeep, stopping all enemy fire along the road side. There will only be a few ground tanks to be blown away before the jeep reaches the prison. On arrival at the prison, turn to the right and knock out the generator in order to gain entry.

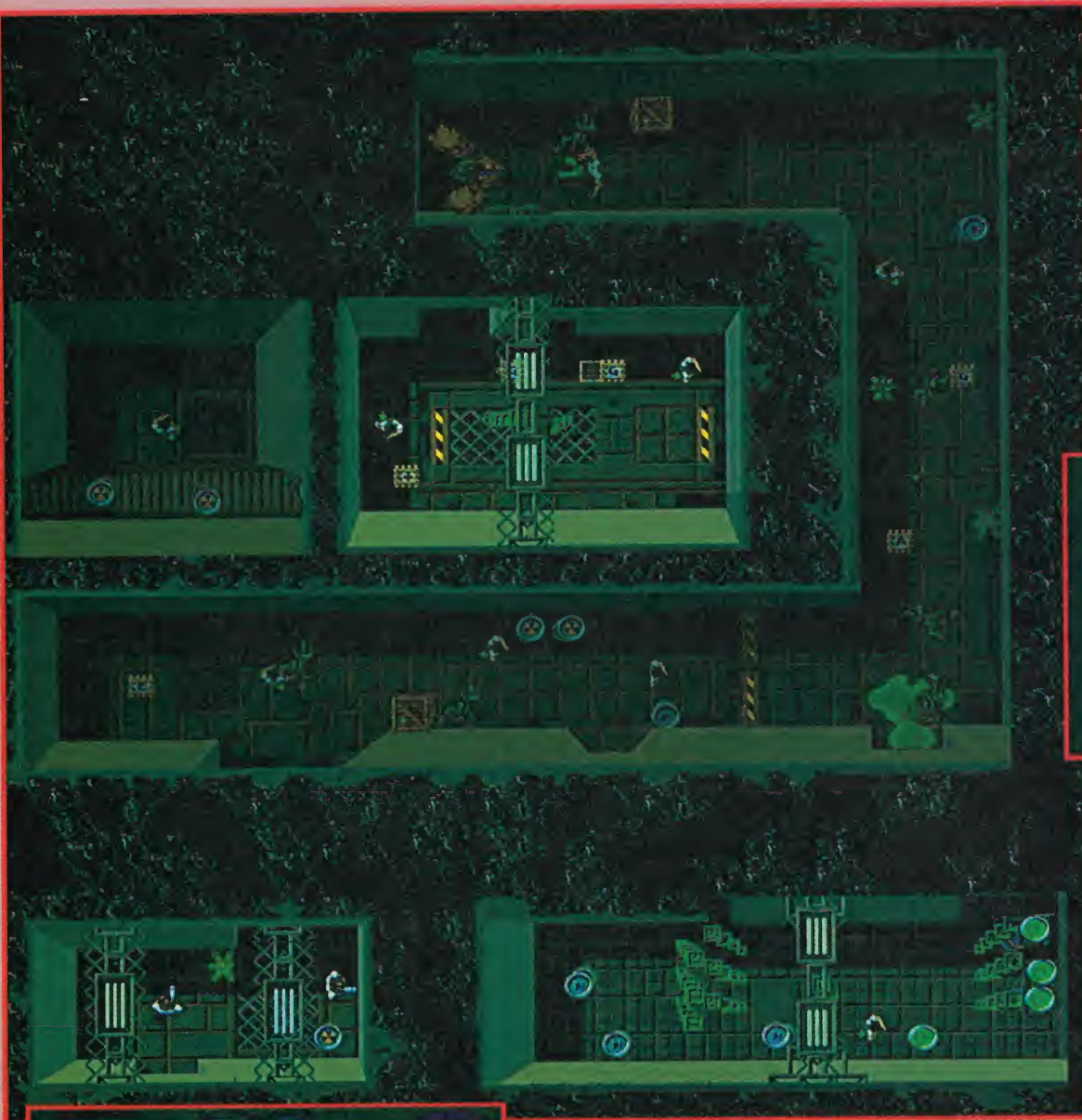
Before doing this it's advisable to retrace your flight and collect more ammo. Then return to the generator and land. Select Mirage and enter

come up in the conveyor belt production room.

Plant another explosive on the conveyor and get the hell out of there. This will prove to be enough of a chaos creating exercise, but there will be no time to waste. Get back in the chopper and follow the series of explosions up to the

missile site which is the prime target.

The missiles appear in the main square, where they will individually come up to be launched. At this point you should go hell for leather in order to destroy the missiles with rockets. This may take a while to master as each missile will only be a viable target for a few seconds.



you go. As you follow the corridor around, you will come to troops behind sandbags. It may be a good idea to head back to the chopper now and select Shades instead of Rocco. This will allow Shades to lob a couple of grenades over the sandbags thus blasting the enemy troops away. Now drop down through the hole in the floor and move over to the left to

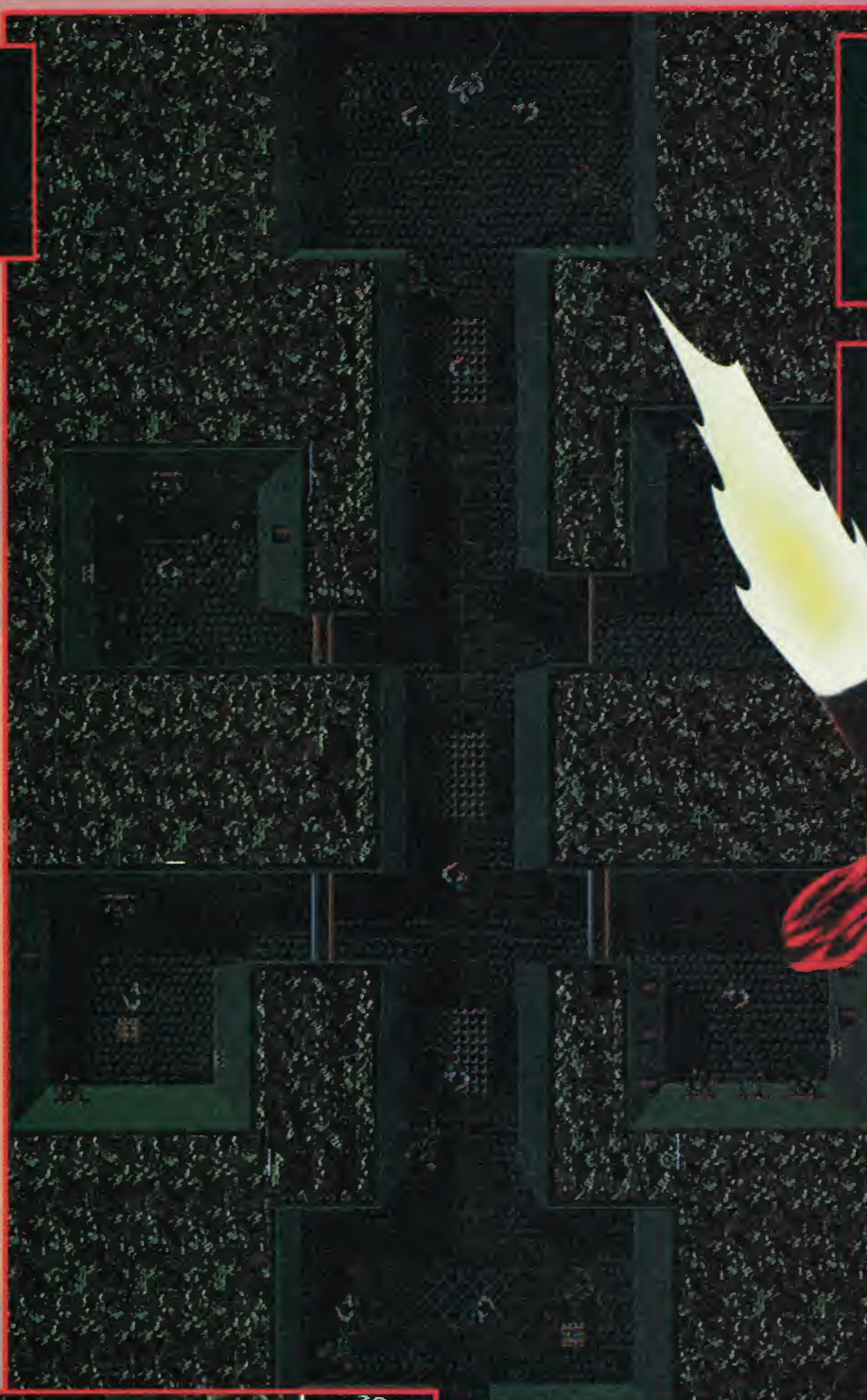




the generator. Jump over the first gap and use a knife on the guard. Now continue over the second gap and pull the lever. Return to the central platform and go down. You will find an electric barrier across the entrance so simply get in position and shoot away at one of the contacts to break the circuit. Then go inside and plant an explosive on the metal tube. This will create a bridge across to another floor. Go across it and repeat the operation on the two chambers to the left and the right. Another pathway will now appear, this will take you to the final generator. Simply plant some explosives on the generator and head back to the chopper.

The prison gates will now be open so fly in and land again selecting Rocco for this mission. Advance through the complex, consulting with all the prisoners and shooting down all the guards. In each of the cells you will also find a switch that should be pulled to unlock doors further up the corridor.

When you reach the final chamber via activating all the switches and grabbing the keys from the guard, you should unlock the President's chains by walking into them and then go behind the President in order



to push his wheeled stretcher down towards the exit. Be very careful though, because the bridges will now be missing so you must go into the cells and select the switches again to reveal the bridges before moving on. Move through the exit and the mission is complete.





Mission 7 President rescue operation

Now the President is free you must take him to safety. Escort the jeep again as it heads North to the marina. Use rockets first and then Hellfire as the fire thickens. Target all road-side tanks and gun placements, but don't stray too far away from the jeep, as the enemy will take advantage and shoot the jeep away.

Once you get to the marina, the action switches to the water, where the President's boat will come under pressure from all sides, with enemy speedboats in the surrounding waters trying to ram the President's craft. Bare in mind that only one stray contact will result in the President being killed, so switch to Hellfire if you still have any, and then to rockets, blasting the boats as they get in range. Once again, stick close to the vessel you're escorting and stay sharp and alert until the President is safe.



Mission 8 Artillery shell convoy

Use the user name and password obtained from the President to give clearance to a vital enemy artillery shell convoy. You must go to the enemy HQ and give it permission to start.

From your landing position, fly to the East following the track of the road to dodge most of the enemy's

ground installations. Turn left at the junction and take out the tanks on the right side of the road and all around the bunker. Once you have cleared the immediate area, you can land safely and select Rocco.

Enter the bunker and use a rocket between the sandbags to waste the enemy guard then climb over the

bags and depress the switch. Head to the right, stopping for a while at the arcade machine to the top of the screen, if you want to take a break from war games and play *Asteroids*. This former communist country certainly is up to date when it come to computerised entertainment!

When you have had enough of the *Asteroids* sub-game, move to the right, through the door and torch the guard. Make your way around to the left most terminal on the long desk.

Now simply enter the passwords: IVAN.... as ID

DEATH.... as the required code.

This will set off the go signal to the Artillery Convoy, so quickly exit and get back to the chopper to finish the level.





Mission 9 Enemy Convoy Attack

You must hijack the enemy convoy and transfer the shell to the Super Cannon and target Ivan's own HQ. Fly straight down the drive to encounter the convoy and select Stingers. Remove the choppers one by one to start with as they are the most dangerous obstacle. Now concentrate on the convoy and destroy the tank escorts by using the ordinary chopper cannon. This will localise the damage to the tanks and stop the danger of blowing up the trucks carrying the shells.

This will now leave you with the three shell trucks and two unarmed escort jeeps, so do not shoot them until you get closer to the Super Cannon. This is a perfect opportunity to refuel to the South and return to blast the jeeps as the Super Cannon is only a small distance away. Now lift the shells from the trucks using Down and C together and take them individually over to the loading tube, next to the Super Cannon, using the same technique to drop them into the tube. Once you've put all three shells in the loading tube, land and take

control of the Super Cannon. You will now have three shells to cause damage with, so you can fire the first one over to the South-East to blow up the main radar emplacement, before aiming due West to target Ivan's HQ. Once that is blown up you will have completed the penultimate mission.



Mission 10 Getting Ivan

The final mission is by far the toughest. You must fly to the West in order to arrive at the base which you have just blown up, using the Super Cannon. Land and select Shades to arrive at the hardest element of the whole game. You will find you are standing next to a large conveyor belt, with another one parallel.

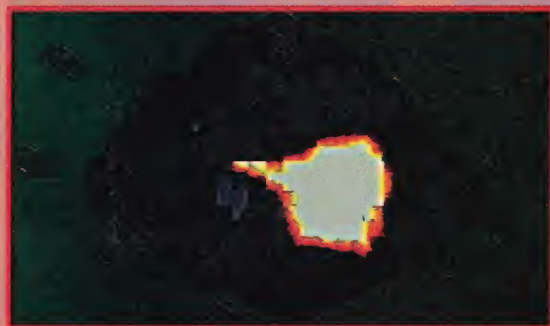
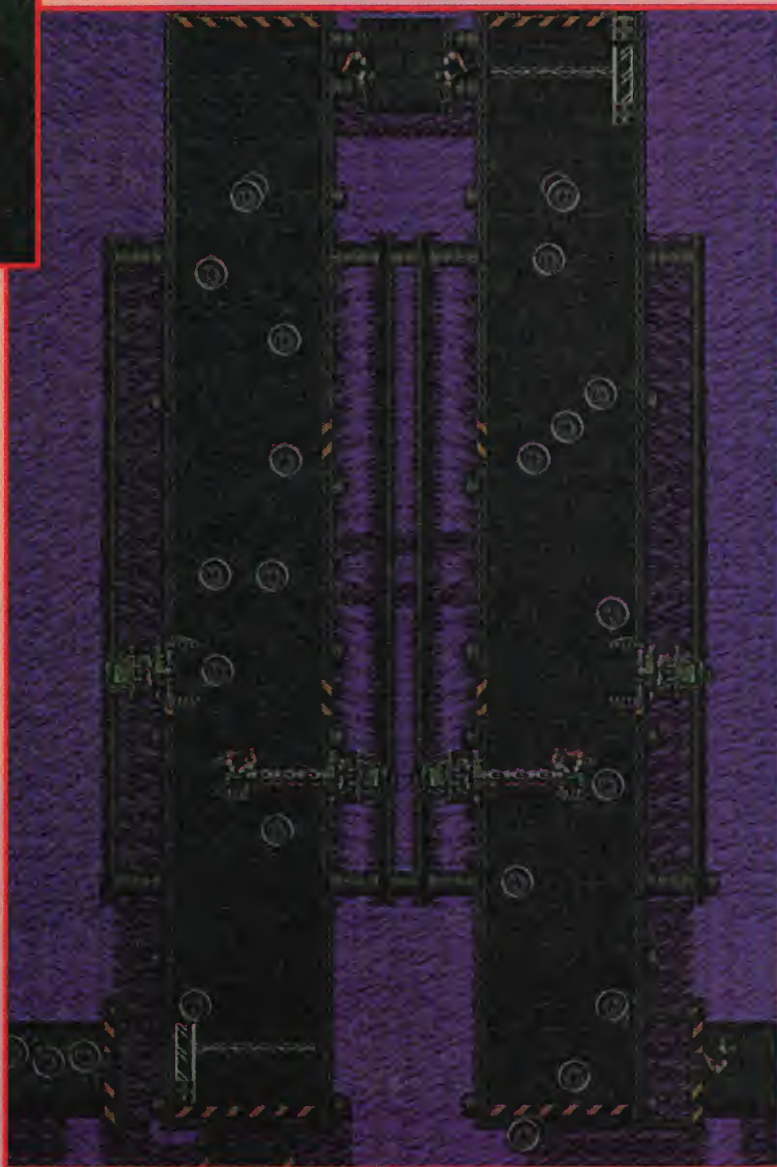
This is a treacherous, frustrating and down right annoying task. You basically have to

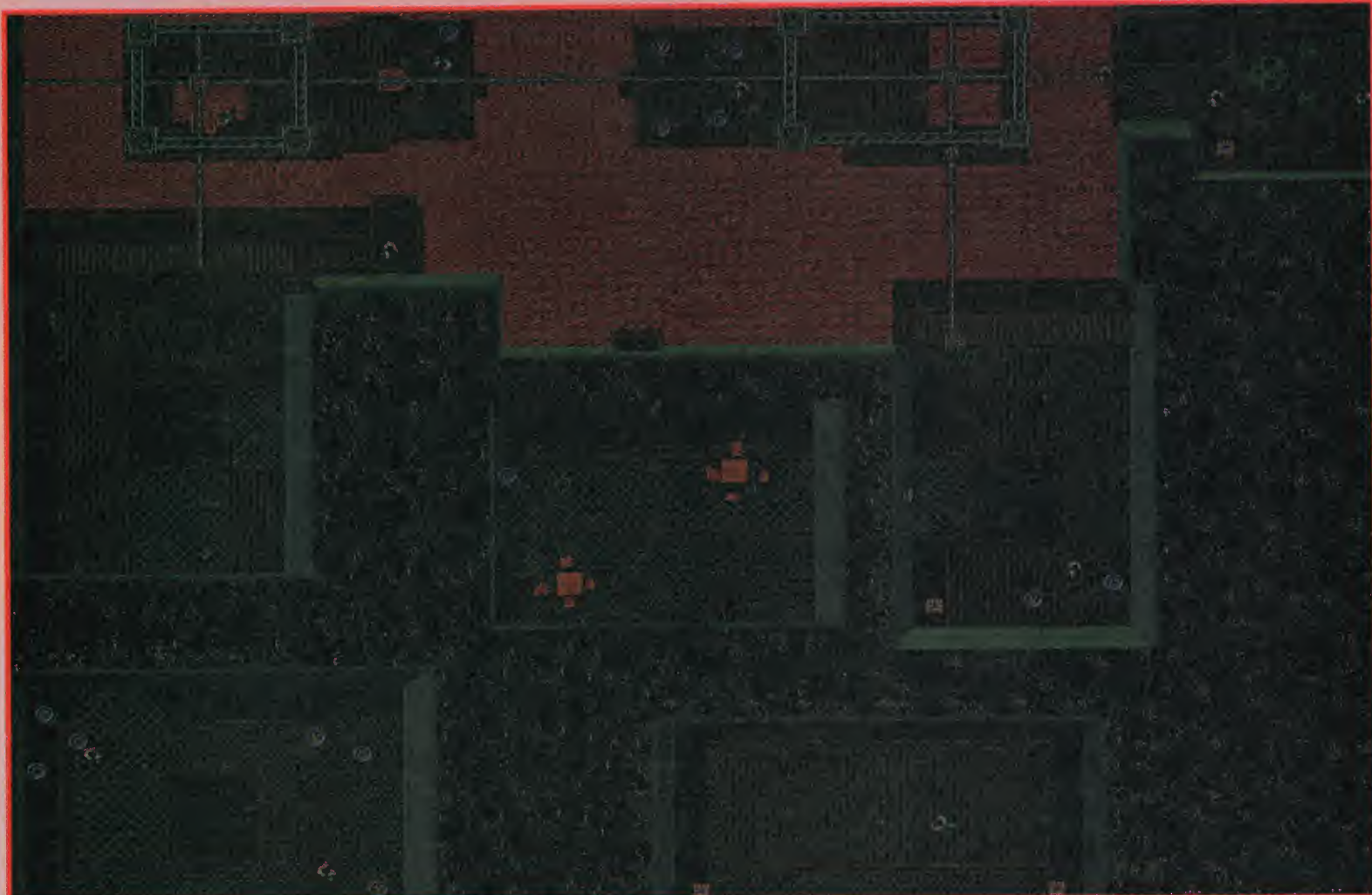
run up the conveyor belt dodging past the barrels that are randomly coming down the belt. This part would be quite easy if it wasn't for the robotic grabbers on either side of the belt, which grab you and take you back down to the start if you do not jump over them into space or if you get the timing wrong.

You must be very patient in this section and use these basic principles: Run sideways to dodge past the barrels; only jump in a clear vertical area; only try to get past a robotic claw when you have space ahead and do not try to pass the claws when you are level. The best method is to wait until both claws have come to the end of their tracks and are moving away from you. Now follow them up the belt slowly, waiting for a decent gap to by-pass them.



Now you must reach the end of the first belt and jump over to the second belt, which is running in the opposite direction. Once you have mastered that section, the end is close. Throw the switch in the next room to operate the small conveyor belt and jump on one of the crates as they come along on the hook system by pressing the C button to jump towards





them and keeping holding C down to hold on.

You will now be hoisted across the lava pit and over to the next gantry. Drop down, kill the guard and wait for another crate to come along. This will take you to the second gantry.

Repeat the operation, hitching another lift until you reach the site of the second small conveyor belt. Now pull the switch and take the underground passage and go around on the crates, again dropping off on the second platform. You will notice that the second switch you pulled has operated a bridge over to another room on the right. Go across the bridge to find the lava drain system. Grab the explosives and operate the system by

pulling the lever. Now wait a short time until all the lava has drained away. Drop to the floor and head for the central room at the bottom of the map. Here you will find a locked door above you so drop an explosive and blast away the door.

Press the C button to lift yourself up to the doorway. Go into the room and blast away the lame guards before setting some more explosives in the bottom centre of the room, thus blasting into the hidden final room to face Ivan himself.

This is a tricky climax to the game as Ivan seems to be racing around on a turbo-charged wheel-chair! He moves very quickly and is lobbing bombs in your direction at an alarming rate. Dodge his advances and keep blasting your cannon at him. Throwing grenades in his path when you get used to his movements and planting the rest of your explosives. Extra weaponry can be obtained in the bottom right of the room and it will take all you have got to defeat the evil Ivan and complete the whole game!



Passwords

ACCCBCABBAB - Start Mission 1

ABACBCBCABA - Start Mission 2

ACCCBCABBBA - Start Mission 3

ABACBCBCACC - Start Mission 4

BAAABBBCCBB - Start Mission 5

ABBABCAABCA - Start Mission 6

BAAABBCAAAA - Start Mission 7

ABBABCAACAC - Start Mission 8

BAABAACBCBA - Cheat Start Mission 1

ABBBABACBBC - Cheat Start Mission 2

BAABAACBCAA - Cheat Start Mission 3

ABBBABACBAC - Cheat Start Mission 4

BAACAABAACA - Cheat Start Mission 5

ABBCAABAABA - Cheat Start Mission 6

BAACAABAABA - Cheat Start Mission 7

ABBCAACACBC - Cheat Start Mission 8

ABCACACBCAC - Asteroids Sub Game

SUMMARY

GAME NAME: Redzone

TIME TO COMPLETE: 3 days

HIGHEST SCORE: 583,200

NUMBER OF LEVELS: 10

CHALLENGE RATING: Tough in places

Cartridge supplied by:

TIME WARNER,

Tel: (0604) 602 800

DOCTOR M.

“FROM OUTER SPACE, HE’S ON YOUR CASE!”



A prosperous New Year to all you frustrated gamers. I hope you had a happy Yuletide and received truck loads of new games in your Christmas stockings. I have been full of the Christmas and New Year spirit, sitting in my games lab, busting all of next summers games and enjoying the odd tippie with my chums at SEGA XS. I know they are mere mortals but they do produce a top selling magazine and boy can they all drink! Enough of those young scamps for now though and over to this months frustrated gamers. It’s time to help all those who have written in to ask for a piece of my expansive knowledge. Before I go though, remember you too can write to Doctor M at the usual address, printed at the front of the mag.

DRAGON (MD)

How can I get to the Nunchucku mode?
Alex Jeremy, Cornwall



Now then young Sir, I have had a lot of mail on this very same subject, so here is a full explanation for you and the rest of the frustrated fight fans who wrote in. There are three fighting modes in the game for Bruce to beat the life out of his opponents with. The Chi Meter, located just underneath your energy bar, shows you the Mode you’re on during the fight. The more you hit your opponent, the better your form becomes and the more the bar goes up. Every time you take a hit though, the bar goes down.



Normal mode

This is the Mode you start the game on and it consists of your basic punches and kicks. It’s a good idea to familiarise yourself fully with all the different moves at Bruce’s disposal, while in this Mode. It’s a useful enough Mode against the early, weaker opponents, but just wait until you see the Mantis Mode.

Preying Mantis mode

In this mode not only are you twice as fast, but all your kicks and punches are much more powerful. The lightening speed in this Mode is a valuable asset in dealing with the enemy, causing a blur of kicks and punches at the touch of a button. On the down side you lose Chi whenever you launch an attack.

Nunchuka Mode

The last and most powerful Mode gives you all the powers of the Praying Mantis as well as some handy Nunchuka, which you will need in the final level to kill the phantom. If you can build your Chi level up to this standard then you should be able to beat any opponent fairly easily. Even the toughest wilt under a Nunchuka attack!

MARKO'S MAGIC FOOTBALL (MD)

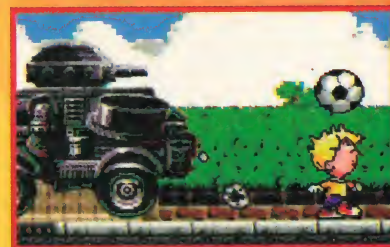
How can I defeat the final Guardian?
Jim Stewart-Bacon, Weymouth



The final Guardian is indeed a force to be reckoned with, but the task is made simpler if you take note of the following instructions:



Run in from the left until the music changes. Drop to the floor and wait until three shots have gone over-head. Now get up and kick as many balls at the advancing Doctor as you can, before running like hell and diving to the floor again as he starts shooting. When the boss hovers in the air, head the ball up into the air to hit him and when he comes back down to Earth, repeat the diving, waiting and kicking move. He's dispatched in around 20 hits so perseverance is the key.



FIFA '95 (MD)

Are there any cheats for this ultimate soccer sim?
Rod Fleetsbridge - Poole

Goooooooooooooal! This is my all time favourite game in the entire universe ever! It is even better than Lizard's Tongue, the number one sport of my own Planet. There are cheats galore for this wonderful game and EA have even created a built in Cheat Screen to make it all easier for you. So here goes Rod and happy playing my football loving friend..

HIDDEN CHEAT SCREEN

First of all, go into the main options screen and type in the following for cheats galore:

- C, C, C, B, A, A, B - INVISIBLE WALLS
- B, A, C, B, C, C - CURVE BALL
- C, A, B, C, C, B, A, C - CRAZY BALL
- A, A, B, B, C, C, A, A - DREAM TEAM
- B, A, B, B, B, B, B, B, B - SUPER POWER
- A, A, A, A, A, B, B, B, B - SUPER GOALIE
- A, A, A, A, A, B, C - SUPER OFFENSE
- B, B, B, B, B, C, B - SUPER DEFENCE
- B, A, C, B, C, C - SHOOT-OUT

Now, to get to the cheat screen, start the game as usual and then from the Control menu, press A. Now activate those cheats!



THE CHAOS ENGINE (MD)

Are there any Action Replay codes as I'm having trouble finding any myself?
Dick Whittington, Bow Bells London



You're having a laugh ain't ya, me old cockney Sparra! Do you know I love trying out my Cockney accent. It reminds me of my time amongst the common people in the last century. That was when the papers called me Jack the Ripper, but that's another story readers!

If you really are called Dick Whittington, I'm Pilky's love child. Although like whoever you are, I never reveal my true identity. I'm a man of many different guises as regular readers know too well. Anyway here are some Action Replay codes for the Chaos Engine:

- FF41140006 - Unlimited special weapons for Player 1.
- FF418A0006 - Unlimited special weapons for Player 2.
- FF410F0010 - Start with maximum firepower for Player 1.
- FF41850010 - Start with maximum firepower for Player 2.
- FF094500FF - Infinite money for both players.
- FF096300XX - Replace XX for level select.



ECCO 2: THE TIDES OF TIME (MD)

This is probably the hardest game I have ever played, can you help?

Mike Mutley, Leicester.

Well, Mike, you seem to be having a harrowing time of it. with all the level passwords to this massive Swim-'em-Up.

Fear not, Doctor M can always help and in this case I can supply you



1 CRYSTAL SPRINGS: VEDMCVEB
3 TWO TIDES: OHLVZUYA
5 SKY TIDES: EMFBRMDB
7 SKY LANDS: IODPDWEB
9 EAGLE'S BAY: YKPJSPCB
11: FOUR ISLANDS: MOIKWBFB
13: VENT OF MEDUSA: GVCUFWBB
15: MORAY ABYSS: SDGFAQAB
17: BIG WATER: GZOHLTIA
19: THE HUNGREY ONES: OFSCJXJE
21: LUNAR BAY: WNYHUKPE
23: GRAVITOR BOX: ONKVLXJE
25: VORTEX QUEEN: APLMTTDA
27: EPILOGUE: SMOKPAEA
29: CITY OF FOREVER: CQETXRKA

2 FAULT ZONE: MGGXLCZA
4 SKY WAY: CNTWFJDB
6 TUBE OF MEDUSA: YWPTRHZA
8 FIN TO FEATHER: OZEVOEXA
10: ASTERITE'S CAVE: UYBUSUAB
12: SEA OF DARKNESS: WDVUWRZA
14: GATE WAY: CZBIVWHB
16: THE EYE: IECDWLTE
18: DEEP RIDGE: IPFIKWQP
20: SECRET CAVE: SZLGIVPE
22: BLACK CLOUDS: MWKGAKKE
24: GLOBE HOLDER: EUDTBFJE
26: HOME BAY: ENLGXIIA
28: FISH CITY: MFPYKEFA

If you can't finish the game with all this information then I will have to assume that you're a bit of what is known as a Sad Git!

SYLVESTER & TWEETY

I'm a big fan of this platformer, but keep getting stuck?

Joanne Scott, Derby.



Oh yes, this letter is a typical example of the problems faced by you ordinary gamers out there. When the going gets tough and you simply can't get any further, its time to call in the trouble shooting Doctor.

Here are loads of cheats for you to mull over Joanne, so I hope these words of wisdom will serve you well.

To win the House level: B, B, C, B, B, A, A, LEFT, RIGHT, UP
To win the Backyard level: LEFT, A, C, C, C, DOWN, UP, LEFT, B, B
To win the Train level: C, B, C, A, B, C, A, B, C, DOWN
To win the Alley level: C, DOWN, UP, UP, B, C, C, C, A, A
To win the Lab level: UP, B, C, A, A, B, B, RIGHT, B, RIGHT
For a Free Continue: LEFT, A, A, B, UP, C, A, B, B, C
Time Up: A, B, C, C, A, UP, C, C, C, UP



MICRO MACHINES 2 (MD)

Thanks a million for your invaluable guide in Issue# 13, but are there any cheats?

Ricky Boeget, West Hampstead



We are very pleased that our guide was of good use to you and funny you should ask about the cheats as we are now in a position to release them. Here are the descriptions of the cheats and where they occur.

LEVEL	POSITION	EFFECT
2 - Driller killer	Middle of Table	Warp to New Level
6 - Ceiling Circuits	Towards Bottom Right, off Track on 2nd Lap	Warp to New Level
8 - ATV Action	Bottom Right under Flowers on 2nd Lap	Warp to Next Level
12 - Roller Coaster	Above bottom wallpaper Roll	Extra Life
13 - Bury my body	Top Left of Map	Bonus Lap
14 - Piano Panic	Bottom Left of Map, After Completing 1 Lap	Extra Life
16 - Turbo Buggies	Bottom Left Corner of Map	Bonus Lap
17 - Treehouse Tumble	On Bottom Plank, about Half-Way Along	Bonus Lap
18 - Vice Squad	Middle of Table	Extra Life
19 - Hit Parade	On Left of Keyboard to Right of Map	Bonus Lap

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NEW BUSTERS

It's that sad reflective time of the year when turkey soup appears on the table every day and people make rash promises to themselves which they don't want to keep. No doubt your stocking was bulging with the latest carts on Christmas Day and what better way to compliment them than with the latest batch of cheats.

Most of the mail we had this month consisted of old cheats we'd already printed, so sorry if you don't see your cheat in the mag but don't be put off. There are plenty of cheats out there just waiting to be discovered. Keep the post coming in to the following address. **New Busters, SEGA XS, 124 Old Christchurch Rd, Bournemouth, BH1 1NF.** If we think your tips are good enough, you could be a winner of the rather excellent *Awesome SEGA Mega Drive Secrets III* book. Cor blimey Guv!

SONIC SPINBALL MEGA DRIVE

If I had a pie for every time someone asked me for a level select for *Sonic Spinball* I'd now own a pie megastore called *Pies R Us*. At long last it would seem I no longer have to shake my head and say 'sorry but no' and it's all thanks to Mark Ferries from Tyne and Wear.

Go to options and press A, down, B, down, C down A B up A C up B C up. Then on the title screen hold A and press start to reach the level two, B and start to reach level three and C and start for level four.

Thank you very much for this meaty cheat. *Sonic Spinball* players everywhere salute you, it will put a lot of minds at rest, believe me!



AWESOME WINNER!



SYLVESTER AND TWEETY MEGA DRIVE



It was only two issues ago that the wacky platformer, *Sylvester and Tweety* was broken open by the XS boys but now we have a great new cheat that can warp you into Level five straight away.

On level one press start and then

press in this order A, B, B, A, A, B, B, A, A. A noise confirms you have entered the correct sequence and then you warp to level five.

You can thank Tony Murphy from Wirral for that one.



MIGHT & MAGIC MEGA CD

Matt Baker from Islington has sent us some smashing tips for that lovely RPG on a CD. One's for infinite food... I dream of such cheats in real life!

SUPER WEAPONS

Select 'view character' from the non-combat menu. As soon as "View Which?" appears, press left, A and C, then release all buttons at once. When the Character menu appears, keep pressing left until you see a character who looks extremely tooled up with weapons and armour. Trade his wears between your group.

INFINITE FOOD

Go to the command list and select 'share', followed by 'food'. Continue using this command and your party's food supply will increase.

ROLLING THUNDER 2 MEGA DRIVE

These passwords cropped up in the office files and instead of letting them collect dust I give them to you, Jo Public. Aren't I the generous one!

EASY LEVEL

- L2: A MAGICAL THUNDER LEARNED THE SECRET
- L3: A NATURAL FIGHTER CREATED THE GENIUS
- L4: A ROLLING NUCLEUS SMASHED THE NEURON
- L5: A CURIOS PROGRAM PUNCHED THE PROGRAM
- L6: A LOGICAL LEOPARD BLASTED THE SECRET
- L7: A PRIVATE ISOTOPE DESIRED THE TARGET
- L8: A NATURAL RAINBOW ELECTED THE FUTURE
- L9: A MAGICAL MACHINE MUFFLED THE KILLER
- L10: A DIGITAL NUCLEUS PUNCHED THE DEVICE
- L11: A PRIVATE THUNDER CREATED THE POWDER

HARD LEVEL

- L1: A ROLLING PROGRAM SMASHED THE GENIUS
- L2: A CURIOS RAINBOW LEARNED THE FUTURE
- L3: A MAGICAL ISOTOPE BLASTED THE DEVICE
- L4: A PRIVATE LEOPARD PUNCHED THE NEURON
- L5: A SLENDER FIGHTER ELECTED THE GENIUS
- L6: A DIGITAL RAINBOW MUFFLED THE SECRET
- L7: A LOGICAL THUNDER SMASHED THE POWDER
- L8: A ROLLING MACHINE DESIRED THE FUTURE
- L9: A SLENDER NUCLEUS BLASTED THE TARGET
- L10: A CURIOS ISOTOPE CREATED THE KILLER
- L11: A NATURAL PROGRAM DESIRED THE POWDER

LEVEL CODES

I was going for a leisurely swim in the ocean the other day, minding my own business and well, what do you know? This Dolphin swims up to me, recognising me by my picture in the Mag and says, 'Oi, Mister! Would you be interested in all the level codes for Ecco CD? I was amazed and said "Why...Why that's simply impossible!" The dolphin looked at me with a knowing smile and replied "What, that I can talk?". "No" I said, "That you recognised me from the Mag!" The Dolphin said "The readers will think your insane when you tell them about this, to which I replied, "Blibble, weeee, Thatwang, Thatwang!" Anyway here are the codes.

- 2 vkqiduaa
- 3 irtcphhx
- 4 ccxewbmo
- 5 mzcqwmbm
- 6 ngvmrqls
- 7 vncjrql
- 8 okkfrqlf
- 9 iiiiixxx
- 10 cixioqle
- 11 nvkqoqlx
- 12 afjuqqlz
- 13 wycyqqll
- 14 dswppqqlx
- 15 nscbrqla
- 16 hxyeunly
- 17 xxrjunlm
- 18 sxlnunlf
- 19 blgrunlb
- 20 yxzekmlf
- 21 xlrigrpln
- 22 nnnnnnnn
- 23 lllleeee

Infinite Air: sharkfin

Thank you to 'the Dolphin', whoever you are? I'll send you some pilchards for your trouble.



ECCO THE DOLPHIN



MORTAL KOMBAT II MEGA DRIVE

Mike Simmons from Derby has uncovered a lovely cheat for Mortal Kombat two. You have heard of Fatalities, Babalities and Friendships by now I would have guessed, but Fergality! No, you can't play as the Royal family but it is still a beauty of a cheat.

Play Ooh Nasty on the Test Modes (accessed by selecting Done on the options screen and entering L,D,L,R,,D,R,L,L,R,R). You must choose Rayden as your character and in the last round, use only kicks. When you are asked to Finish off the fight press Back, Back, Back, and Block. You will morph the loser into Fergus McGovern with an oversized head. Who? I hear you cry. Fergus is the managing director of Probe for your information.

Cheers for that one Mike. You know your stuff when it comes to beat-'em-ups. Mortal Kombat II is a cheaters paradise, riddled with hidden bits and pieces. If you find any more, it might be worthy of a prize!



LION KING MEGA DRIVE

Another game that we have recently busted. It's smooth, it's cute, it's a joy to play. It's this sort of sucking up that allowed us to get this excellent cheat from the gang at Virgin!

Start playing the game and then press PAUSE. Now press Right, A, A, B and START to skip a level. If that doesn't work, go into the option screen and press Up, Down, Right, Left, A, B, C and Start. Now skip that level!

Good on you Virgin.

NEW CODES CORNER!

If you find a code, don't keep it to yourself, send it to us and share it with the nation. If it's a good one, you could be the proud owner of the *Awesome SEGA Mega Drive Secrets III* book! Unfortunately for you, this month we will give the book to ourselves because we've discovered these excellent codes.

MEGA DRIVE

SONIC & KNUCKLES

- FFFE120009 Infinite lives.
- FFFE180099 Infinite continues.
- FFFE210063 Infinite rings.
- FFFFE00001 Level select. You have to hold A and Start simultaneously.

FFFE240005 Unlimited time.

SUBTERRANIA

- FF0123000A Infinite missiles.
- FF03B000XX Replace XX for level select.

SYLVESTER & TWEETY

- FF95640000 Infinite energy.

URBAN STRIKE

FF10D70064

MICKEY MANIA

- FF04670004 Infinite lives.
- FF046F0004 Invincibility.

All of these codes are for the Action Replay II only.
Keep Bustin, fans!

SEGA XS

BACK ISSUES



ISSUE 3 £3.50

Massive 164-page magazine featuring solutions to Jurassic Park (MD), Star Wars (GG), Final Fight (CD), Mortal Kombat (MD), Shining Force (MD), Streets of Rage (MS), Sewer Shark (CD), Haunting (MD), Shinobi III (MD), Micro Machines (MD), Cool Spot (MD), Night Trap (CD), Tiny Toon Adventures (MD)...



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Incredible issue crammed with solutions for the biggest games, including Aladdin (MD), Chuck Rock II (MS), Dizzy (MD), Ecco: Lost Level (CD), Rocket Knight Adventures (MD), Sherlock Holmes 2 (CD), Street Fighter II (MD), Wiz 'n' Liz (MD). Also includes a massive 32-page game Buster section!



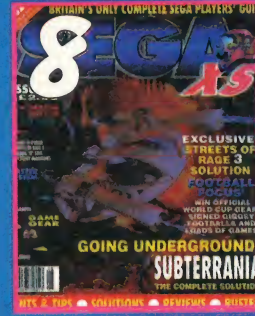
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Stunningly successful issue crammed with high-quality solutions. These include Robo Cop Vs Terminator (MD), The Jungle Book (MS), Asterix (MD), Silphard (CD), Sonic Spinball (MD), Thunderhawk (CD), Gunstar Heroes (MD), F-117A Night Storm (MD). Also included 15 pages of in-depth reviews...



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An outstanding exclusive issue, concentrating on the mega-hit Sonic 3 (MD). The magazine produced an exclusive 41 page, fully mapped solution to Sega's stunning platformer. This definitive guide was supported by massive solutions to Castlevania (MD), Gods (MD) and Dinobasher (MS & GG)...



ISSUE 8 £3.50

Blast into orbit with this stunning issue, as we bring you the complete solution to Sega's awesome space explorer, Subterrania! We also produced complete solutions to Bubba 'N' Stix (MD), Streets of Rage 3 (MD), Prince of Persia (MD), Mystery Mansion (CD) and Aladdin (MS & GG). Plus a great football feature and much more...



ISSUE 9 £3.50

Once again we were first with the big exclusives, producing the complete players' guide to Super Street Fighter III! The fight special didn't finish there however — we also included a complete solution to Virgin's Dragon - The Bruce Lee Story (MD). Plus Marko's Magic Football (MD), Ground Zero Texas (MD), Ecco The Dolphin (MS)...



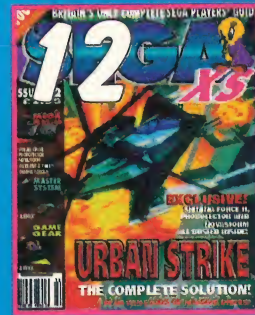
ISSUE 10 £3.50

Things just keep getting better in Britain's best tips guide! This, our first official monthly issue, was packed with big exclusives. There was a massive players' guide to Acclaim's awesome sequel, Mortal Kombat II (MD), plus The Chaos Engine (MD), The Hulk (MD), Dragon's Lair (CD), Dune (CD) and Cool Spot (MS&GG)...



ISSUE 11 £3.50

Another stonkingly brilliant issue, this one really has got it all. Massive exclusive solutions to Maximum Carnage (MD), Zero Tolerance (MD), The Simpsons (MS & GG) and Rebel Assault (CD), the first part of our huge guide to Shining Force 2 (MD) and more hints, tips and cheats than any other magazine...



ISSUE 12 £3.50

Yes siree! More unbeatable value from your favourite Sega Magazine. The cry rang out across the land for a complete solution to Urban Strike and we obliged! We also produced complete solutions to Sylvester and Tweety (MD), Probotector (MD), Novastorm (CD) and Asterix (MS & GG); plus the conclusion to Shining Force 2 (MD)...



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This was the Bumper Christmas Special, with 164 pages of dedicated hints, tips and cheats. The fully mapped solutions included The Lion King (MD), Mickey Mania (MD), Micro Machines 2 (MD), Sonic And Knuckles (MD), Flashback (MD), Shadow of the Beast 2 (CD), Dracula Unleashed (CD), Dragon (MS&GG)...

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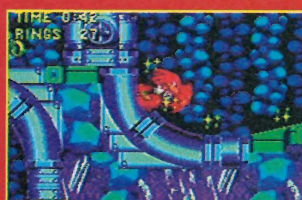
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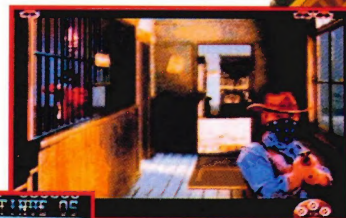
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